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NO QUARTER MAGAZINE™

ISSUE № 8
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SEPTEMBER 2006
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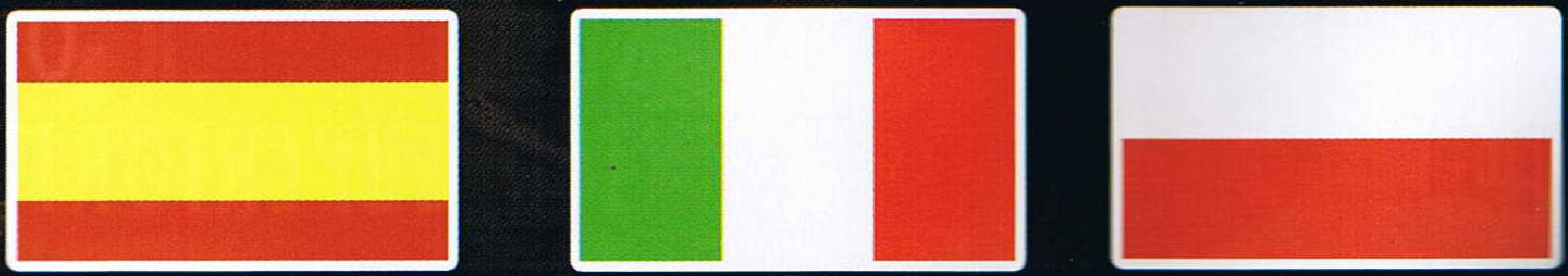

ON THE COVER

EXEMPLAR VENGER BY KENDRICK LIM. STALWART, ZEALOUS, AND DEADLY, VENGERS SERVE THE PROTECTORATE AS SOME OF ITS MOST POWERFUL WARRIORS. BOTH THE VENGER AND CAVALRY RULES ARE INTRODUCED IN *WARMACHINE: SUPERIORITY*.

KENDRICK LIM IS A BORN AND RAISED SINGAPOREAN. AFTER A BRIEF STINT DOING GAME PRODUCTION IN TOKYO, KENDRICK RETURNED TO SINGAPORE TO CO-FOUND IMAGINARY FRIENDS STUDIOS. SOME OF HIS PROJECTS INCLUDE COLORING FOR GI JOE COMICS AND COVER ART FOR THE RPG SERIES, EXALTED. HE SPENDS HIS DAYS INDULGING HIS IMAGINATION THROUGH HIS ART AND DESTROYING HIS STUDIO-MATES ON THEIR LAN NETWORK GAMES.

CREDITS

To the victor goes the couch!

Privateer Press Staffers rest on their laurels after a grueling Staff Hardcore Tournament. See the Poop Deck for more details on the winning armies. Pictured from left to right: Rob Stoddard, Matt Wilson, Doug Colton, Doug Seacat, Jaime Rarick, Alex Badion, and Jason Soles.

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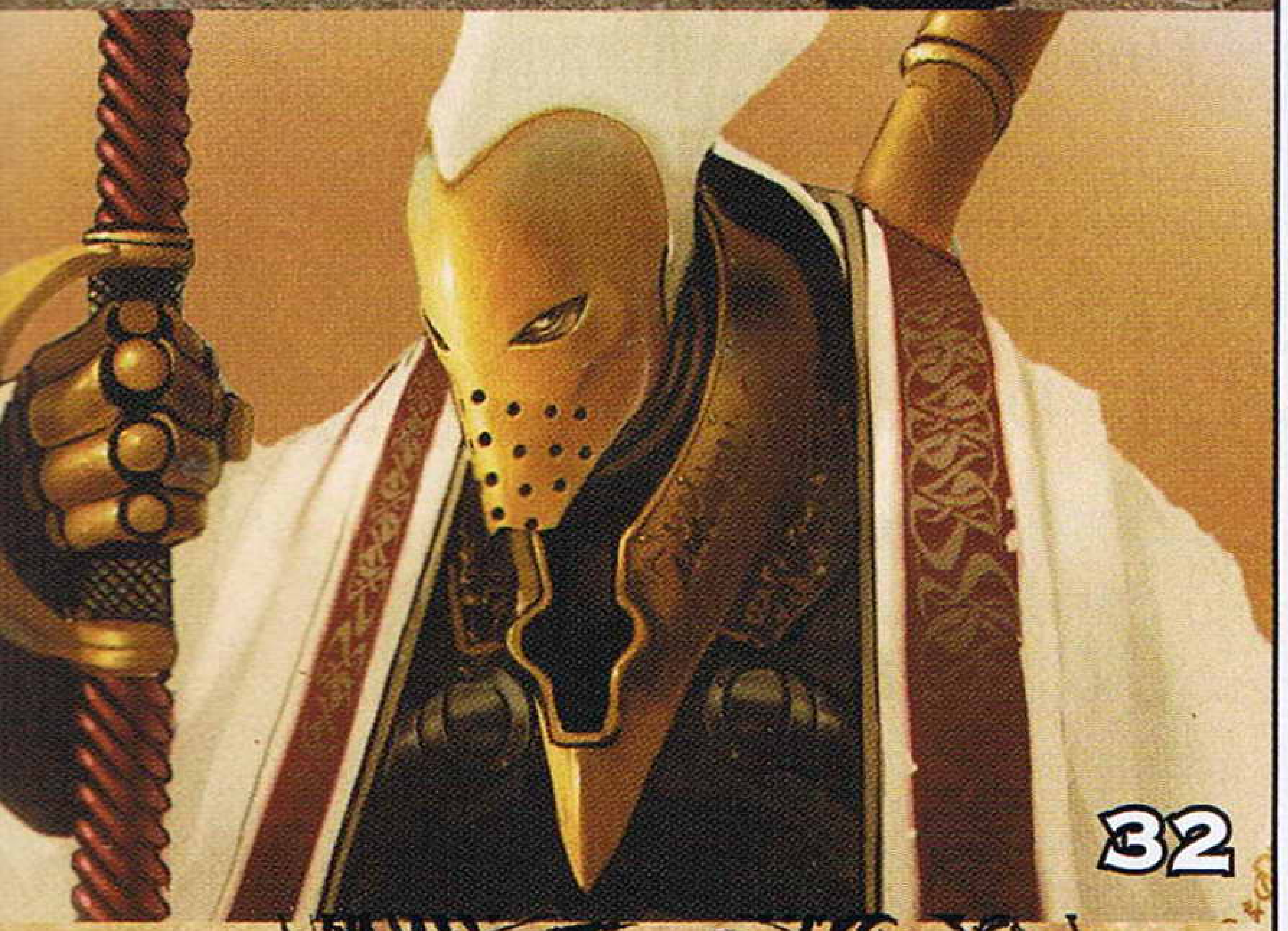
TABLE OF CONTENTS



FIRE IN THE HOLE 4
Letter from the editor

BOATSWAIN'S CALL 5
Letters to the Editor and general shenanigans

SEPTEMBER / OCTOBER RELEASES 7
The latest Privateer Press products for September and October of '06

SUL, THEATRE OF WAR! 12
Battle inside the walls of Sul. A four-player Theatre of War campaign

EXEMPLAR CONVERSIONS 28
Matt Dipietro shows us how to make unique Protectorate conversions

PROTECTORS OF THE TEMPLE 32
The Exemplar Knight class and Scrutator prestige class

THE PENDRAKE ENCOUNTERS 40
Edrea explores the horrors hidden in Ios in this Monsternomicon Vol.2 preview

FOUNDRY FORGE & CRUCIBLE 44
The Black Ogrun's forge. Cursed weapons for all occasions

THE SOUL YARD 48
Explore the land of the dead on the south shore of Five Fingers

REST IN PIECES 59
Alfoso "The Traitor" takes on a step by step for creating your own necropolis

ISSUE NO. 8

ORIGINS '06 63
Privateer Press takes Ohio by storm

INSIDE FORMULA P3 PAINTS 64
Mike McVey gives us the full story on Privateer's new paint line, Formula P3

PAINTING AND MODELING CAVALRY 66
Tips and tricks for painting your very own show ponies – that kill!

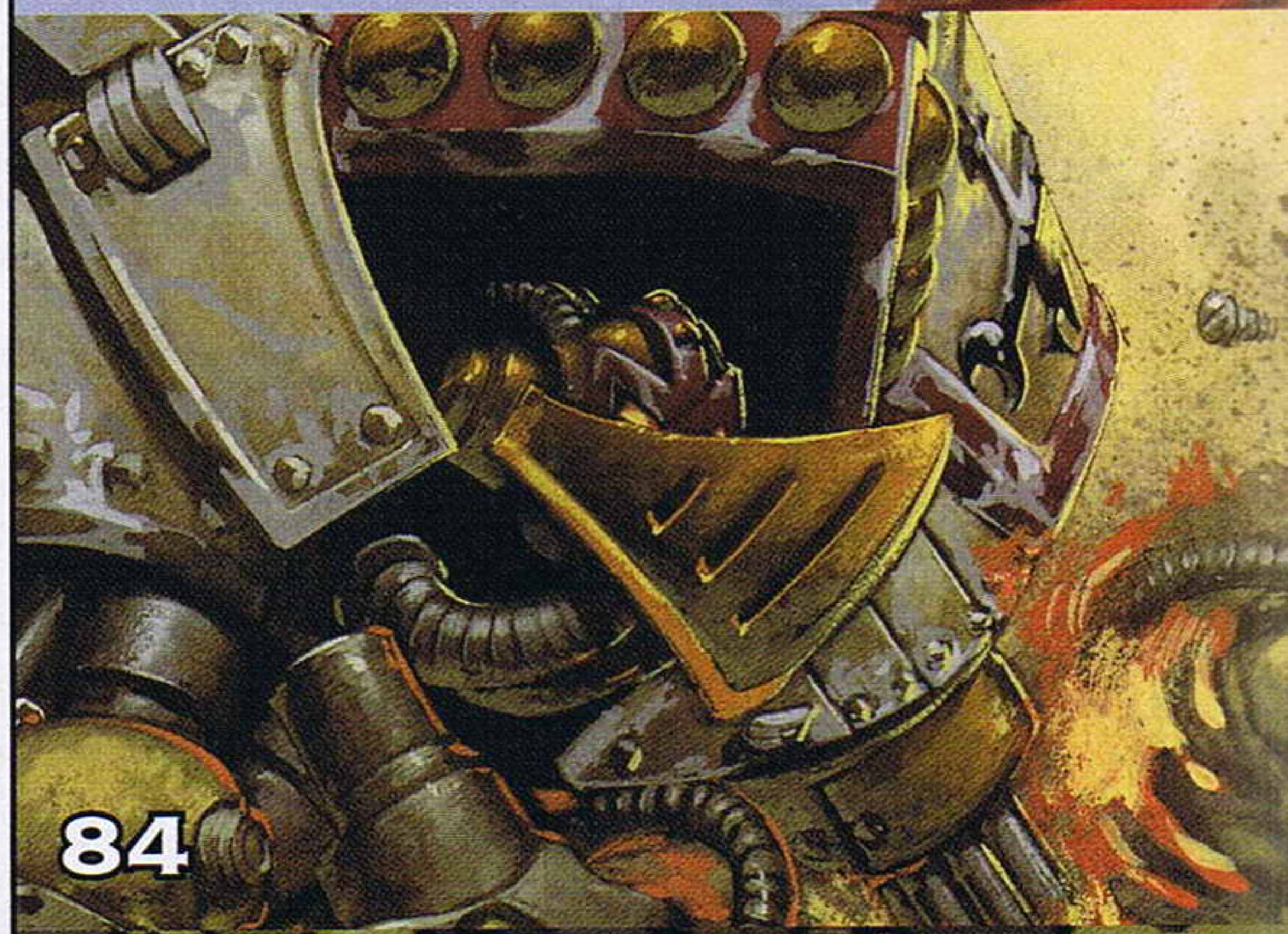
HORDES—DEADLY DUO'S 72
New warlocks, new combos—Find out how the kids play with the gang

DRAWN & QUARTERED BATTLE REPORT 76
Four players split the field in this HORDES vs. WARMACHINE battle report

GUTS AND GEARS 84
The history of the Crusader and solving the riddle of the Wolves!

PLAYER GALLERY 94
Sternberg Coetzee's viscious Legion Battlegroup

THE POOP DECK 96
Inside HARDCORE—The staff winner of our own HARDCORE tournement!



FIRE IN THE HOLE!

Change...

Gamers hate change. We do. How many times have you instinctively resisted a new rule or unit before you even saw the real stats? How many games have you stopped playing because they swapped out too many things? We don't just hate change, we fear it. "What's happening to *my* game?"

Gamers also hate stagnation. How many times have you dropped a game because the company no longer supported it? It was the same game mere seconds before the announcement, but now you wouldn't touch it to save your mother. If it stays the same, it dies on the vine as far as we players are concerned.

Ok, Stop panicking. We're not changing the games, and we are not pulling any support for anything. I'm just illustrating a point. No need to swallow your own tongue.

It is the age-old paradox; you can't change things or players will run screaming, and you can't keep them the same or the players will walk away. Neither of these facts are a bad thing. It simply means that players are invested and give a damn. We love that.

Our philosophy is simple; we don't change things for the sake of change, we only make changes that help make our games and our company better. What I'm talking about here is growth. Before we even consider a change, it better be able to improve things for you as a player. We would never monkey around with the products that you know and love unless it helped them grow and resulted in better quality and more fun for everyone involved. The same applies to the company as a whole.

Privateer Press has undergone a great deal of change and growth in the past year or so. We upgraded our facilities to meet demand and get the product out to you on time. We ramped up our staff to kill production bottlenecks. We introduced licensed products such as our action figures and our upcoming comic book line. We launched a whole new successful game line with HORDES in April. This month we are rolling out our new token sets and paint lines. Some of you may be wondering why we are doing all this "extra" stuff. The answer is that it is not extra at all. We are growing and changing our lines in ways that we believe will make for a better overall experience for you as a player. These are things that help you game or expand the way you can enjoy the worlds we create.

At No Quarter Magazine, things are no different. Over the next few issues you'll notice a few changes. First, we added five more pages of content (the retail finder is now a biannual feature as well as online). Secondly, we'll be tweaking the layout and structure to fit what readers were asking for better. We will also be growing the number of contributors and the breadth of our articles. Look for new names and faces as well as articles showcasing you the players and what you are up to in your own communities. Lastly, and most exciting, we are increasing and rearranging the staff to take full advantage of our strengths and improve the quality of the magazine overall.

As of issue #9, I'll be stepping down as editor in chief. Now stop your sobbing. I'll still be around to kick your collective asses. I'll be bringing my skills to bear as a contributor to keep fresh, new game content a part of No Quarter for the foreseeable future. Our very own Nathan "Natebot" Letsinger will be taking over my role. His skills at directing our RPG line have shown he's got the knack for managing high-quality print products, and his vision for the future of the magazine will keep it growing. We are also adding new pirate Eric Cagle to the crew as managing editor. Eric comes to us with an extensive background in the industry and a passion for the printed word that is second to none.

Changes abound. Every single one of them is targeted at growing what we have into the best it can be. So don't fear change. Change is good.

As always,

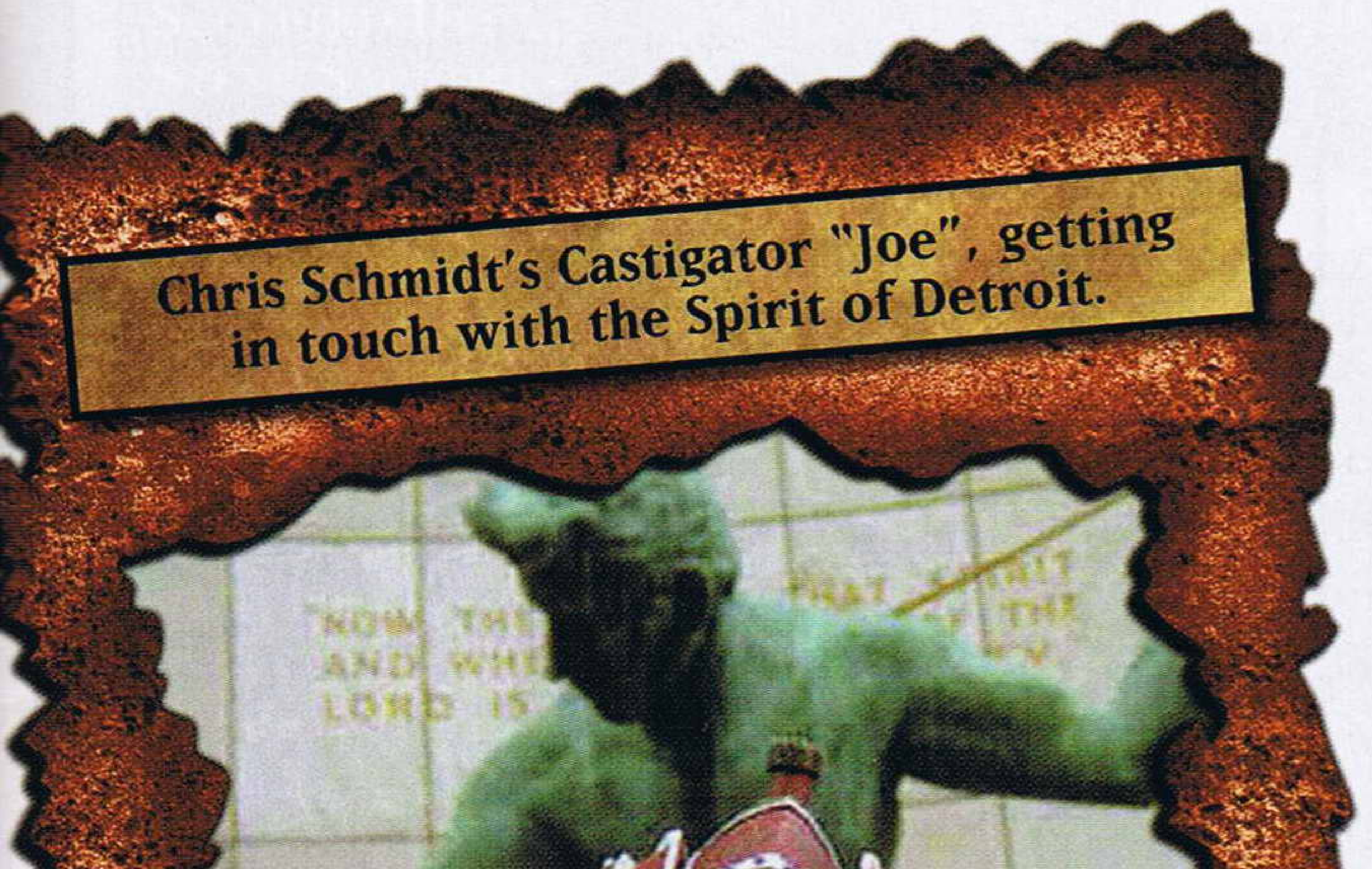
Play Like You've Got a Pair!

Duncan Huffman

-Editor in Chief

BOATSWAIN'S CALL

LETTERS TO THE EDITOR, AND GENERAL SHENANIGANS



Chris Schmidt's Castigator "Joe", getting in touch with the Spirit of Detroit.

Got a cool landmark in your town?

Send us pictures of your 'jacks out on walkabout to **jackabouttown@privateerpress.com** If we like 'em, we'll print 'em.

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HORDES
THE SECRETS OF THE CIRCLE
IRON KINGDOMS
DRUID CONSTRUCTS AND THE BODGER'S BAG OF TRICKS
WARMACHINE
THE LION'S COUP EXCLUSIVE COMIC! PLUS, CAVALRY AND SUPERIORITY!
JULY 2006

Looking at the awesomeness of the Five Fingers previews and the articles on the Order of Illumination, I feel compelled to ask: will we get a little more insight into the other organisations and their modes of operation? It would be utterly awesome to get a closer look at the Llaelese Resistance. Well, that and the Strangelight Workshop.

—Dies Irae

The Iron Kingdom is a vast place, chock full of hundreds of seriously cool organizations. The Llaelese

Resistance? The Strangelight Workshop? Yes, they are seriously sweet groups that deserve attention when we can get to them.

In fact, we're showcasing two such groups in this issue, taking a peek at the inner workings of the Protectorate. Considering the number of groups in the IK, we have many choices and hope to cover each and every one of them as time goes by.

Will everything still be released on time with the P3 line and HORDES tokens taking time away from Privateer's normal production schedule?

As you may know, the Privateer Press offices recently moved into a considerably larger facility. Now that the move is complete and production up and running, we're completely caught up. In short, the introduction of the P3 line, HORDES tokens, and other new products in no way affects the regular schedule. You can expect everything shown in the catalog to be released on time. Of course, we do reserve the right to make changes in the schedule as needed.

What happened to the Harbinger, Terminus, and the Coven? Can I still play with them even though they are MIA in the story line?

Absolutely! Just because a character in the story dies or disappears, this doesn't mean you should bury that miniature in your backyard, never to be used again. Remember that while the background story of WARMACHINE marches on, there are many fascinating periods in the past that make great recreations. Check out "The Lion's Coup" in No Quarter #7 for a historical battle that had immense repercussions (and a heck of a lot of fun to play).

Hey, I am going to be in Seattle soon. Can I stop by Privateer HQ and get a tour?

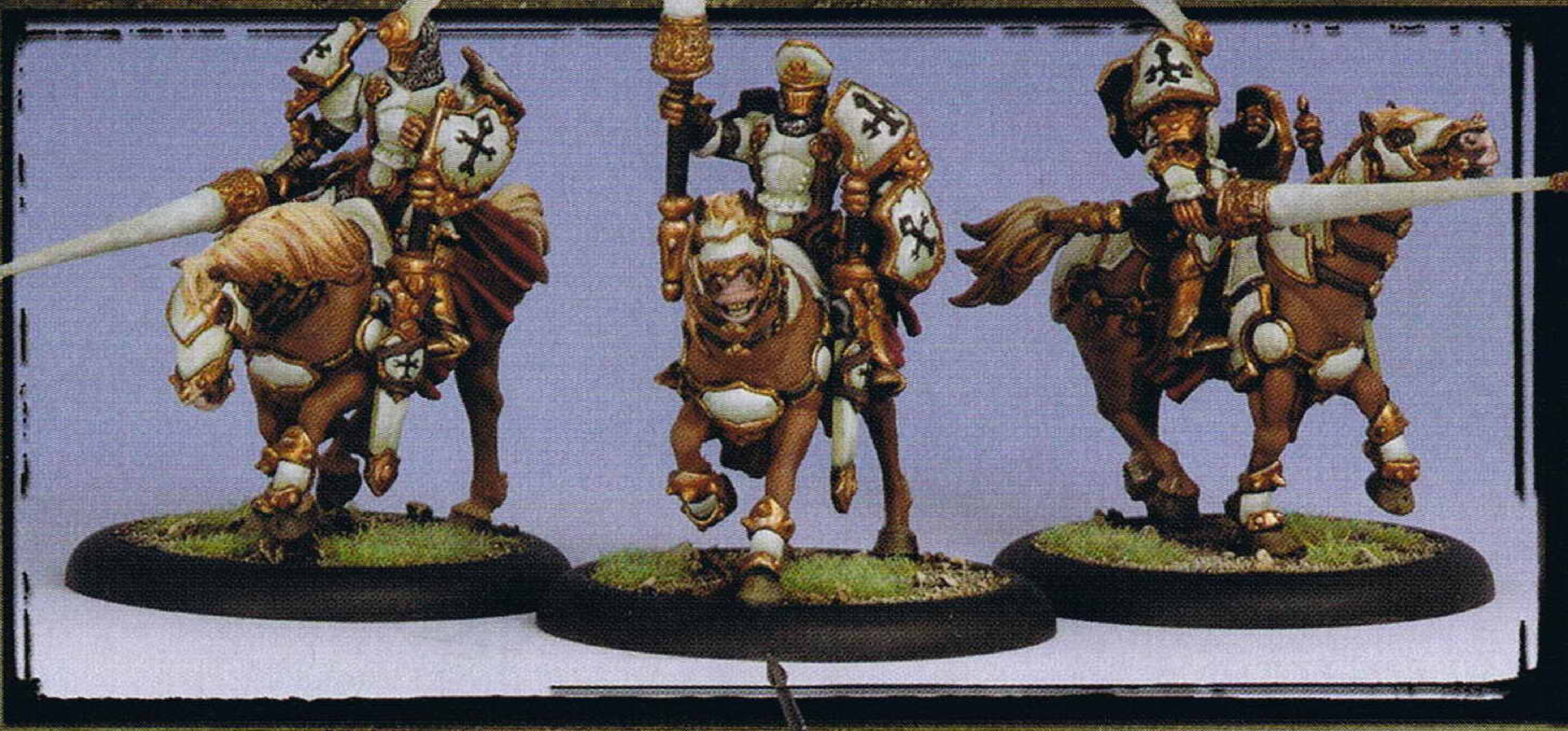
As much as we'd like to, Privateer HQ doesn't have tours of the building. Besides, it's a dangerous place—massive foundries spewing out 'jacks, zombie crew-members rowing away at the end of the slavemaster's cruel whip, rabid Art Directors bursting with Fury... you get the idea.

I dig your rag, but it only shambles onto the store shelves every two months. Any chance NQ could turn into a monthly publication? Also, is there any chance of battle reports being in the magazine? You really have created an excellent gaming mag—keep up the good work!

—Thought Engine

Glad you like it, Thought Engine! We're pretty fond of it as well. Needless to say, we're constantly looking at ways to improve the magazine, including the possibility of ramping up the schedule to take No Quarter monthly. I can't say any more than that, but it's definitely something on our radar. And do we plan on including more battle reports? You bet! We love hearing about our players bringing the hammer down on their friends. In fact, we included a battle report in this issue, showing how you can mix WARMACHINE and HORDES—in multiplayer format, no less.

NEW RELEASES
SEPTEMBER



PROTECTORATE EXEMPLAR
VENGERS UNIT BOX
SCULPTED BY:
JOSE ROIG
PIP 32041 $59.99
(1) PIP 32042 $19.99

CYGNAR STORM
LANCERS BOX UNIT
SCULPTED BY:
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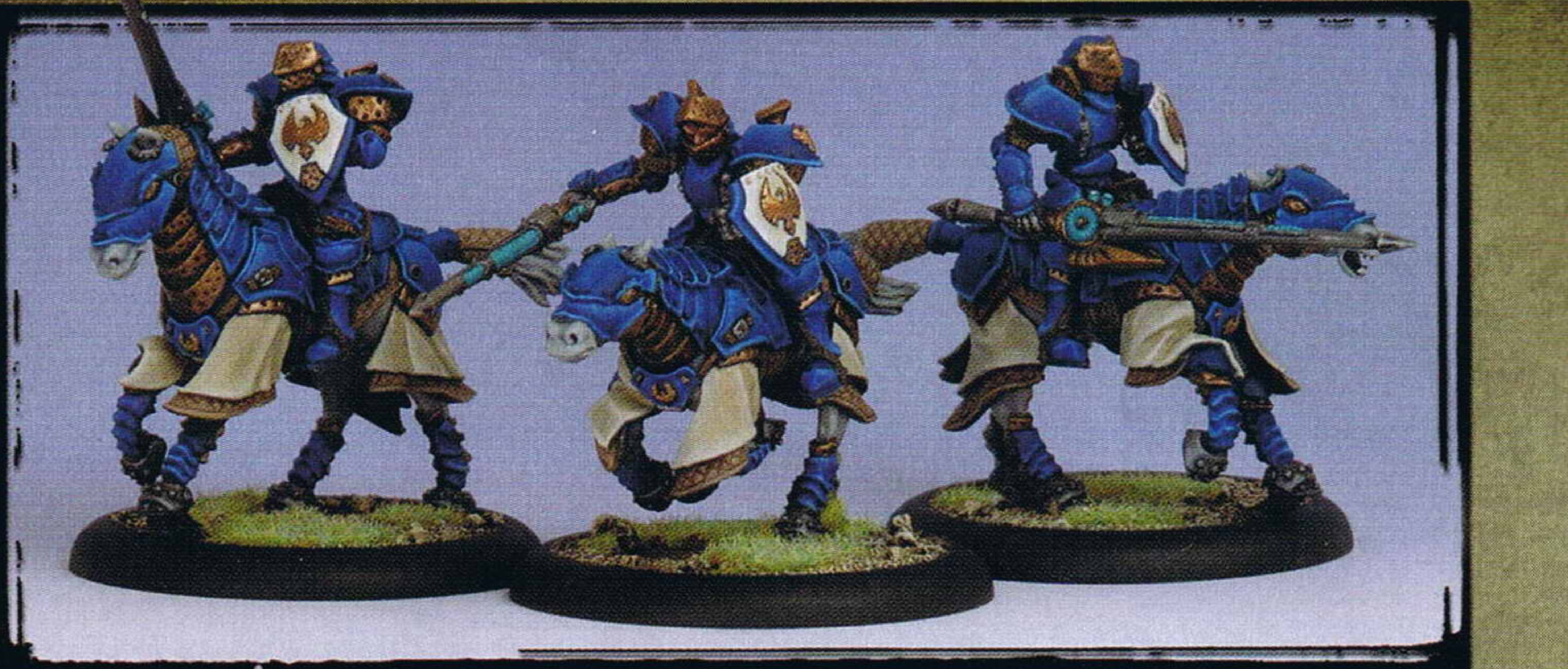

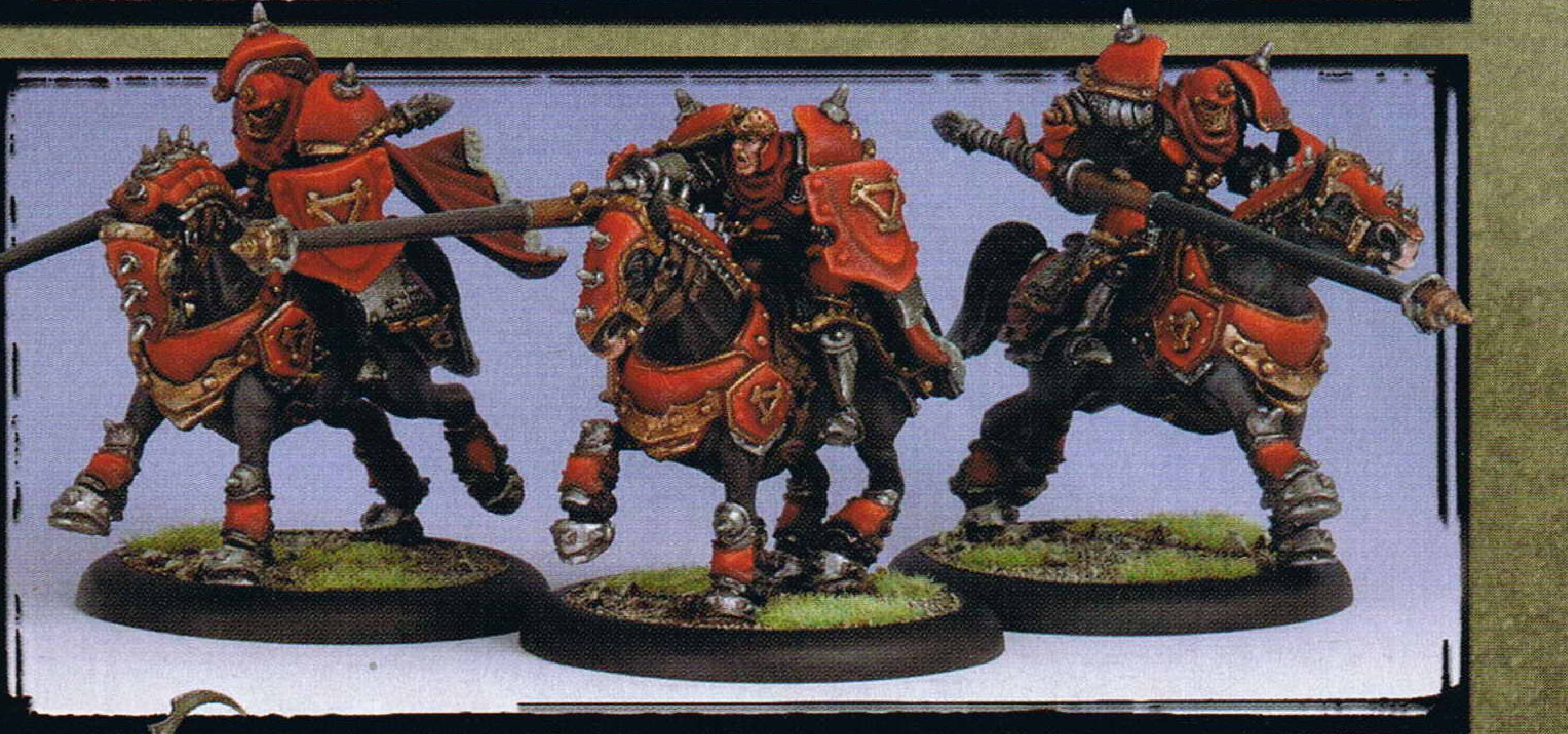

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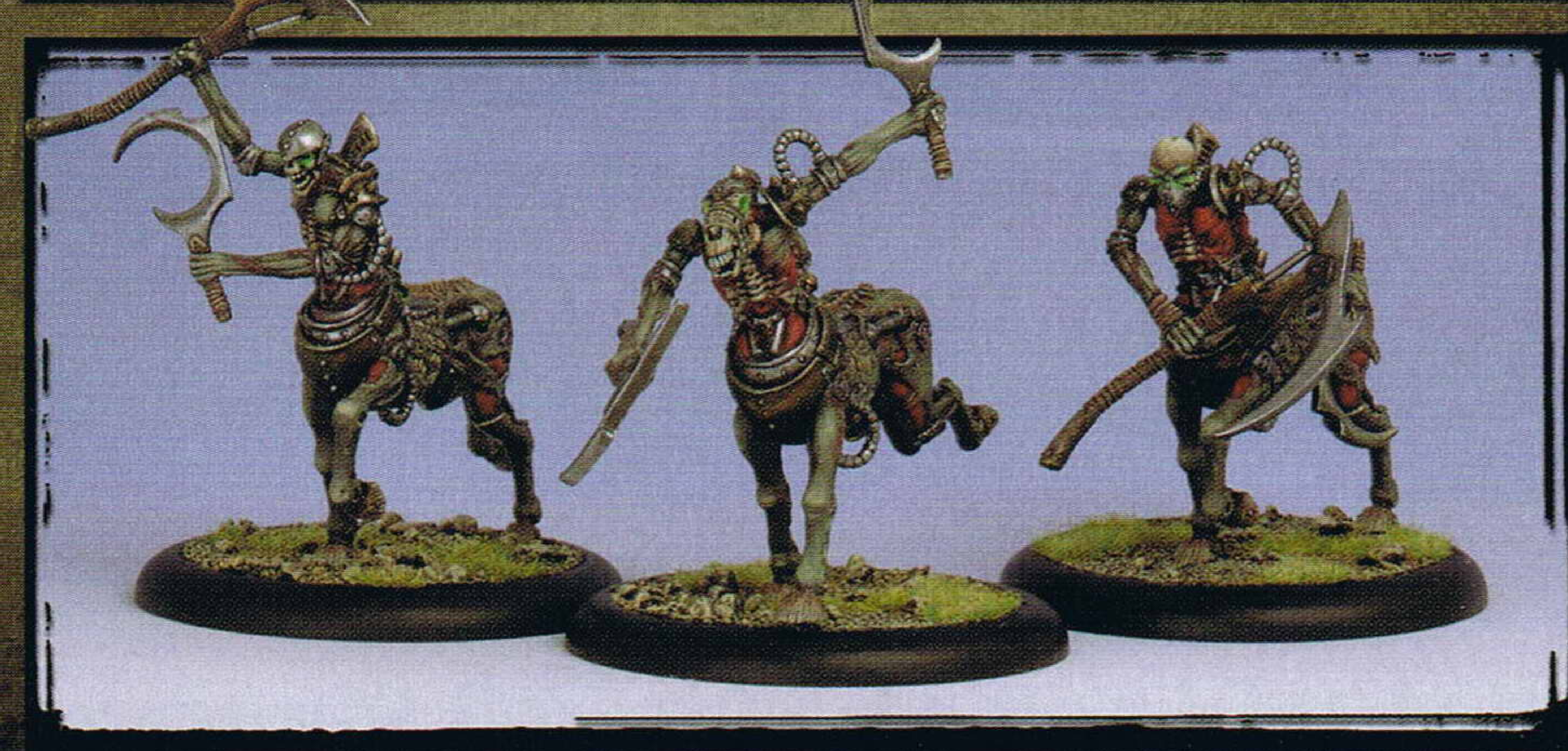

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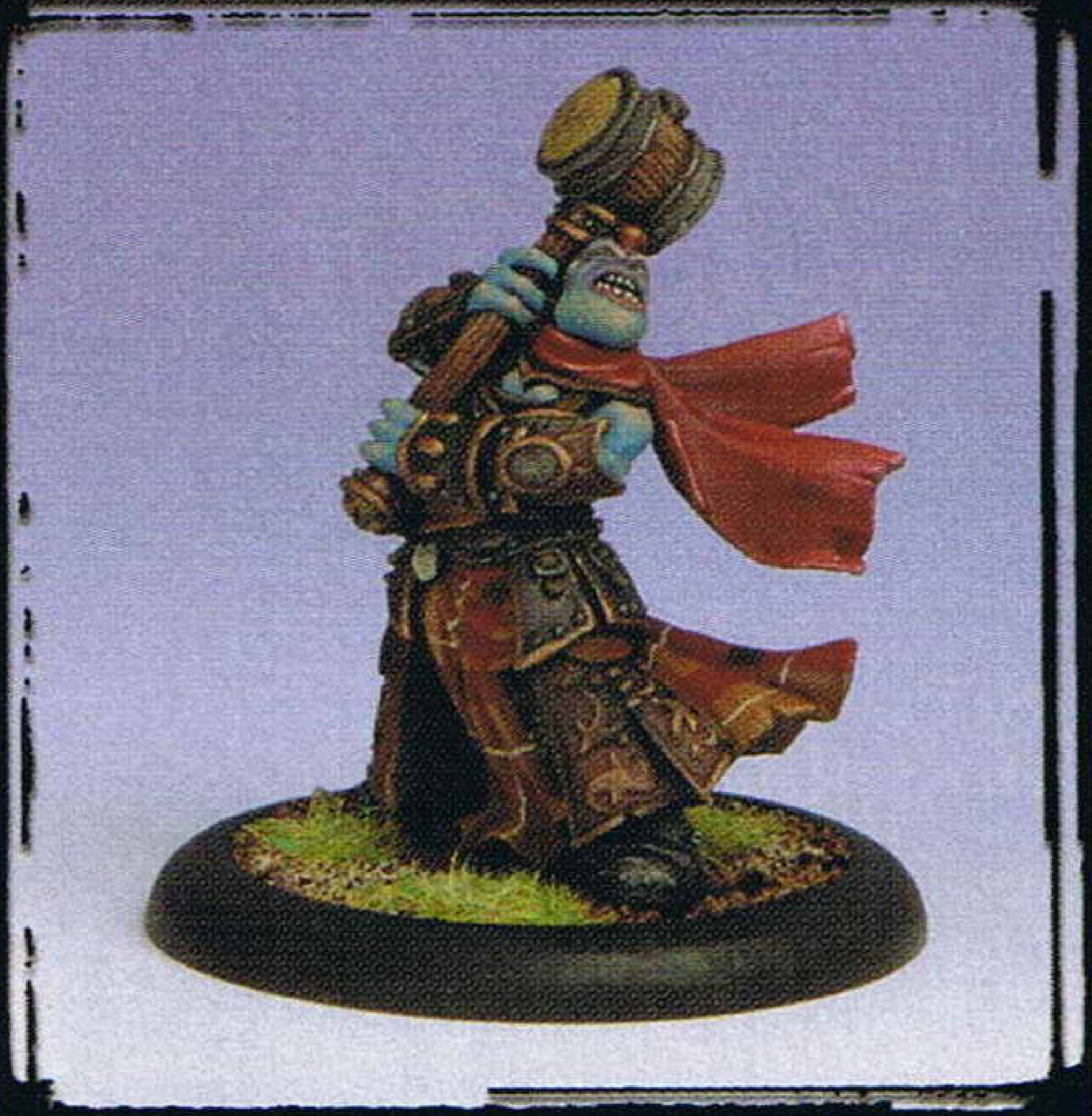
September



Trollblood Warlock
Grissel Bloodsong
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Felix Painiagua
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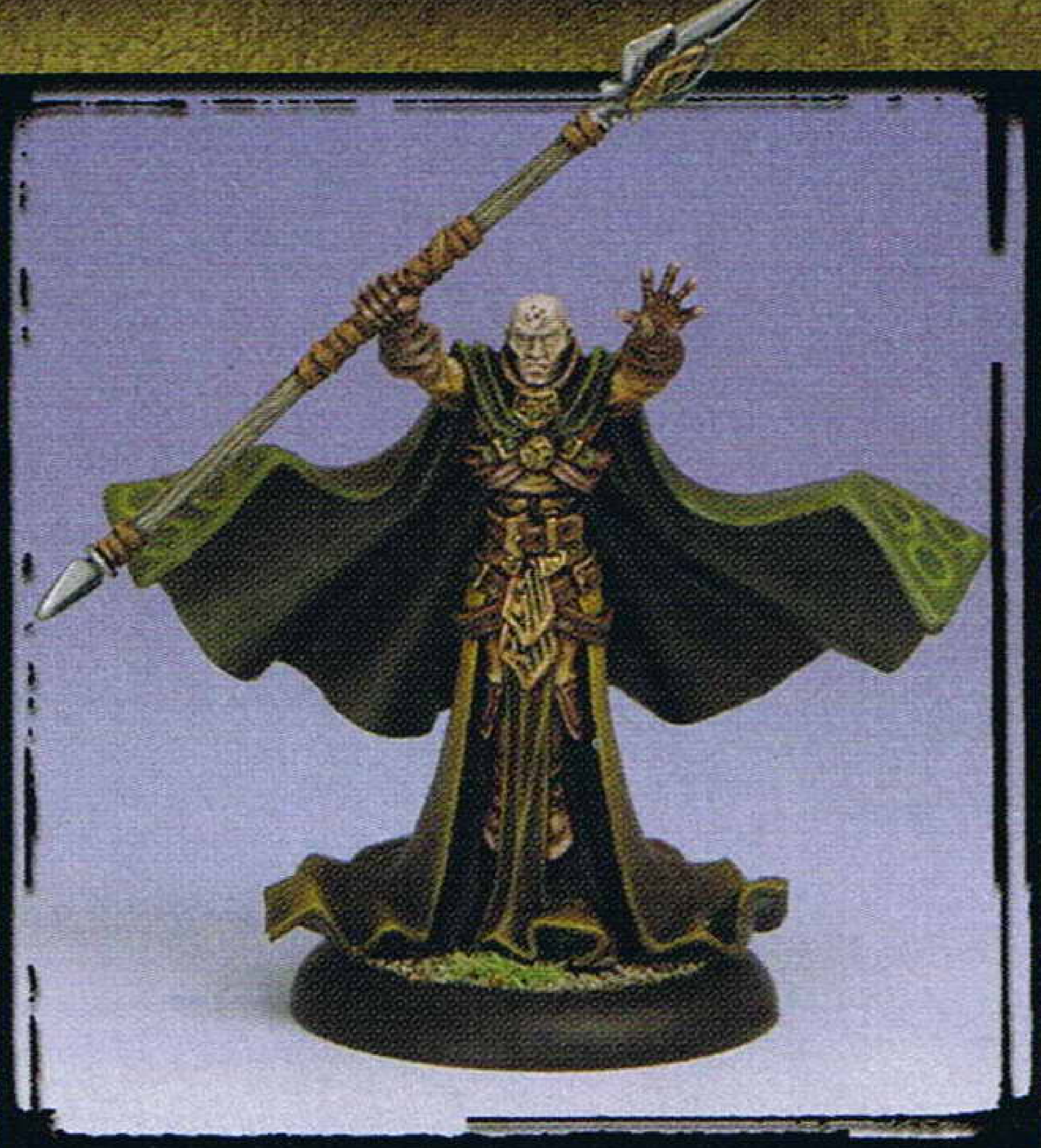

Circle Warlock
Krueger the Stormwrath
Sculpted By:
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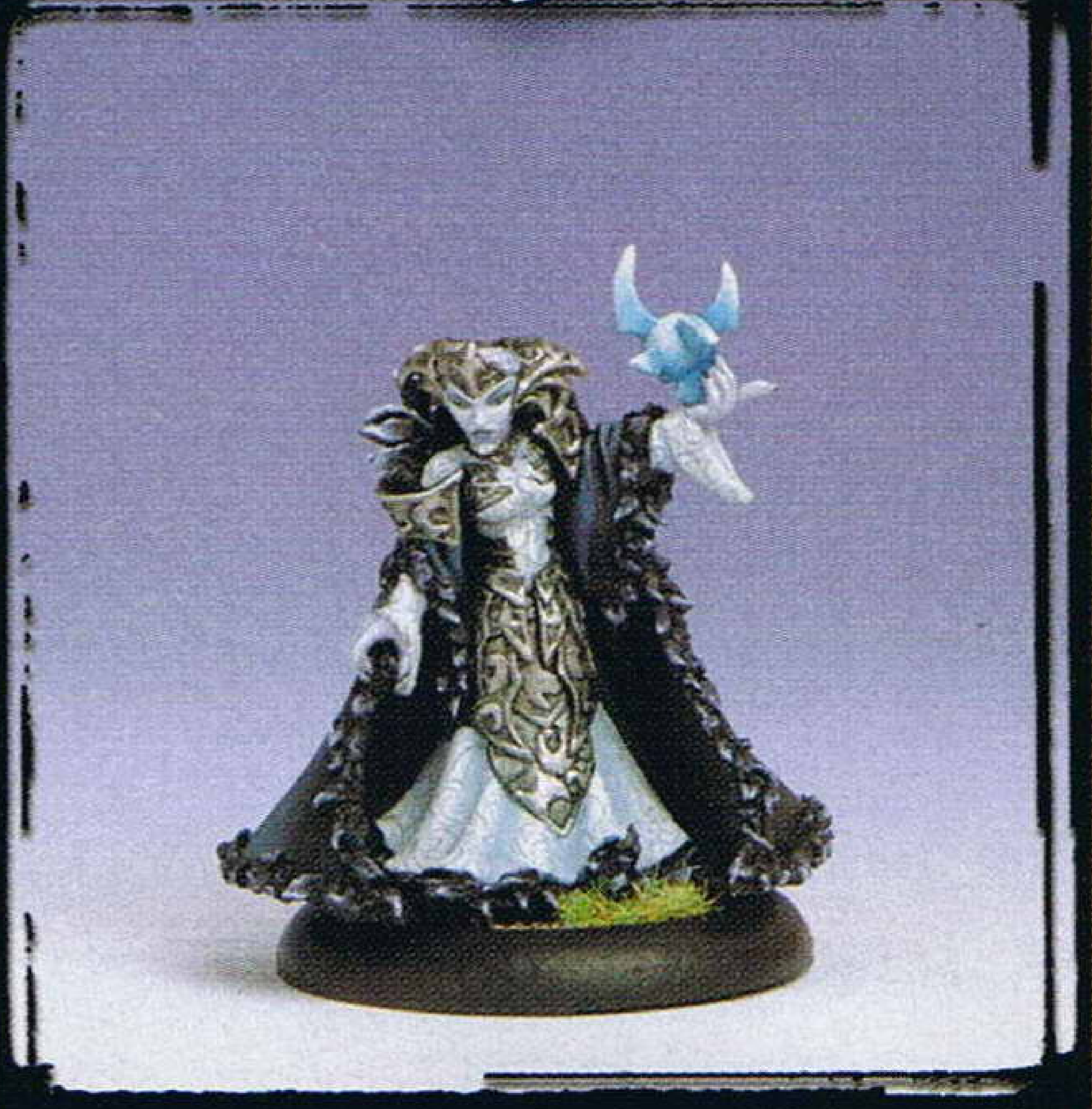

Legion Warlock Vayl,
Disciple of Everblight
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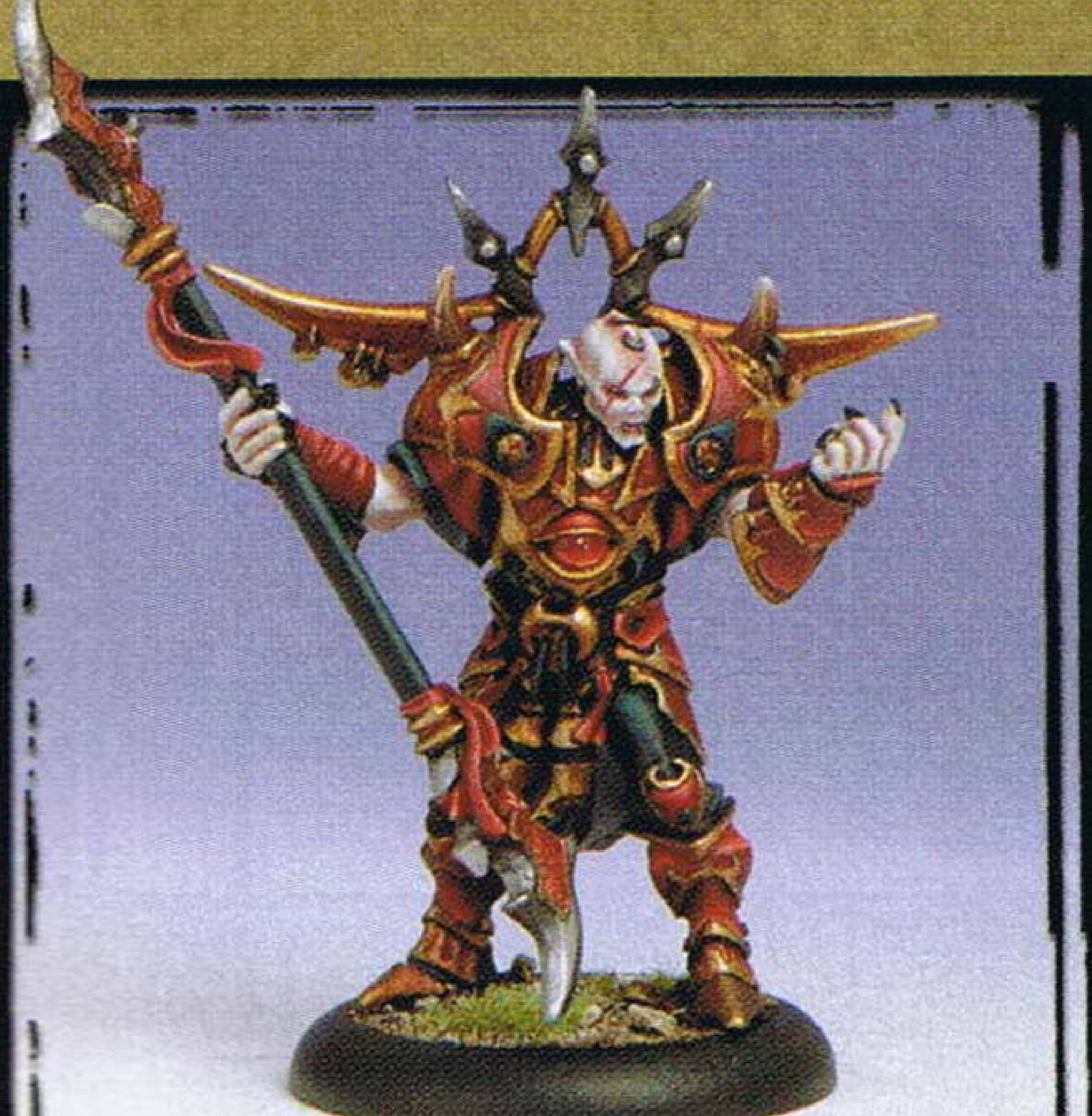
October



Skorne Warlock Lord
Tyrant Hexeris
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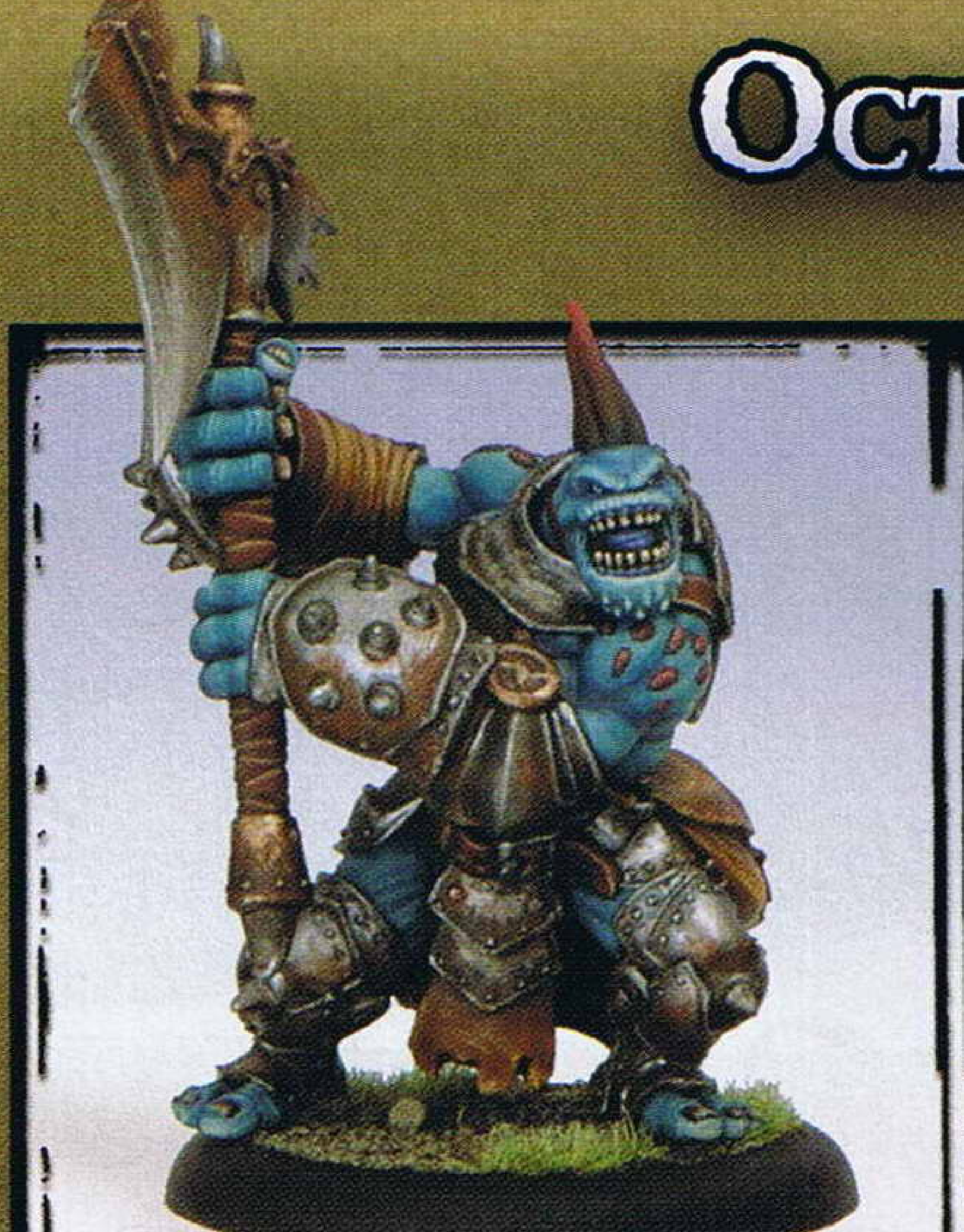

Trollblood Axer
Light Warbeast
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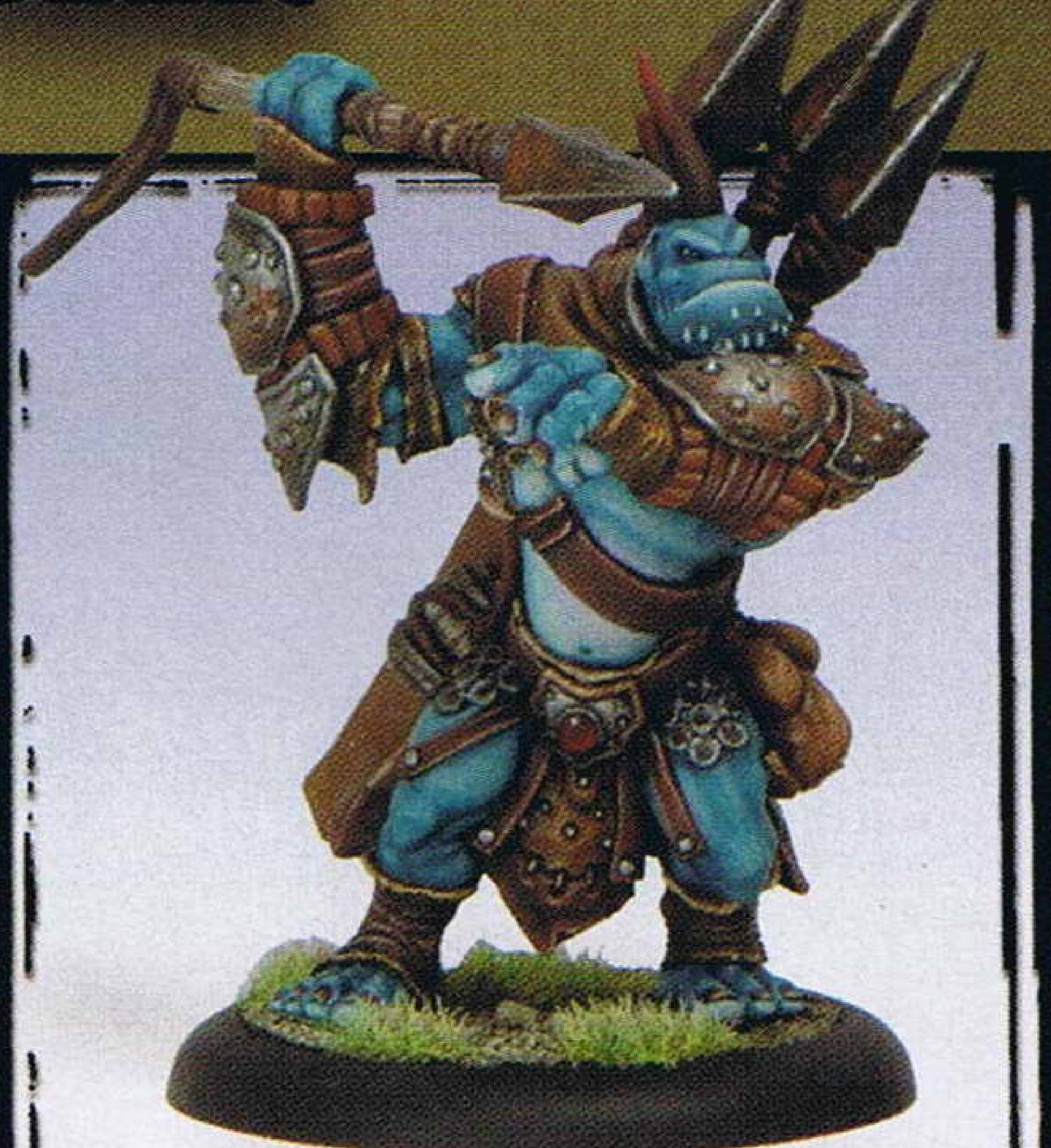

Trollblood Impaler
Light Warbeast
Sculpted By:
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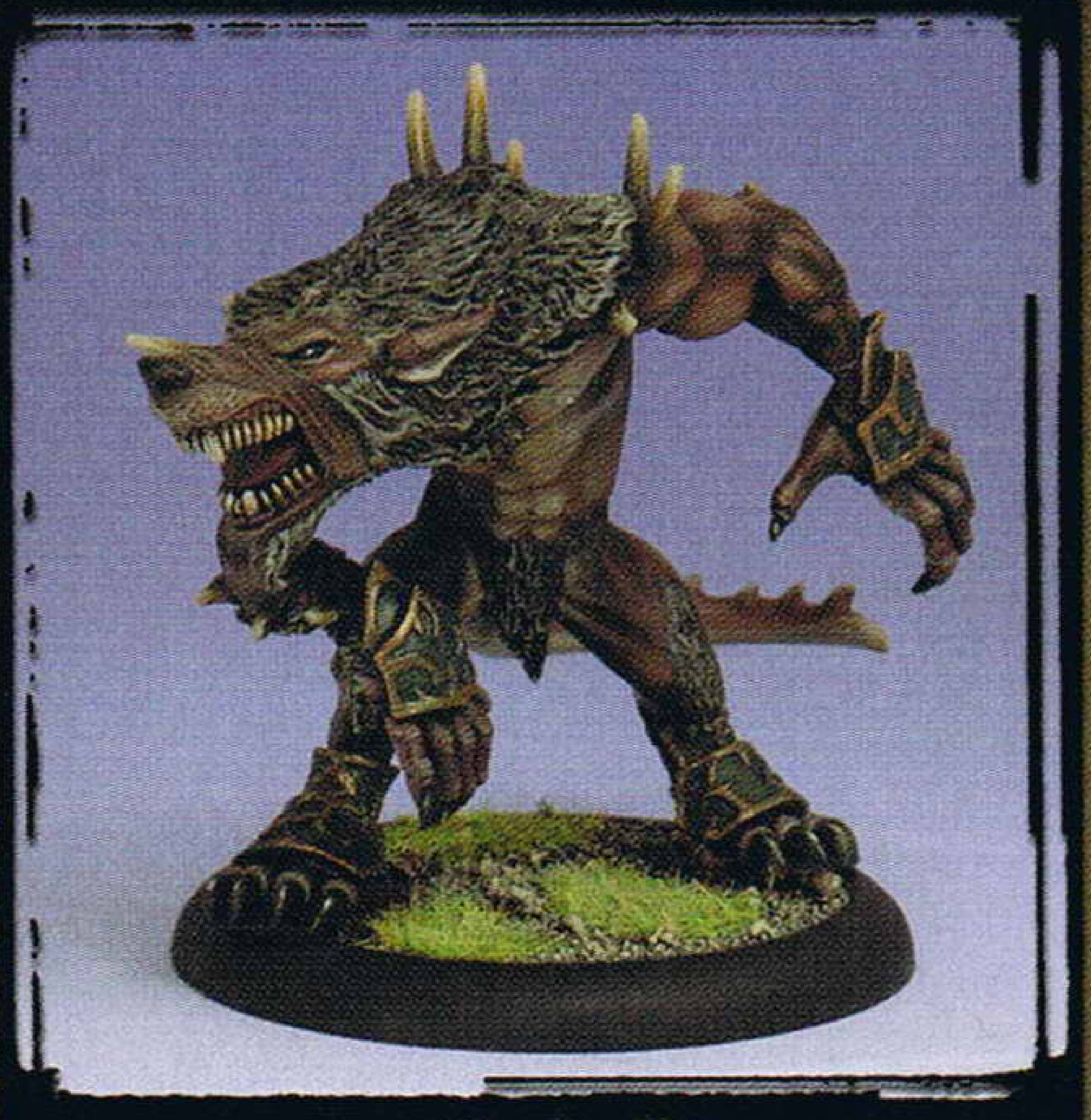
October



Circle Orboros Warpwolf
Heavy Warbeast
Sculpted By:
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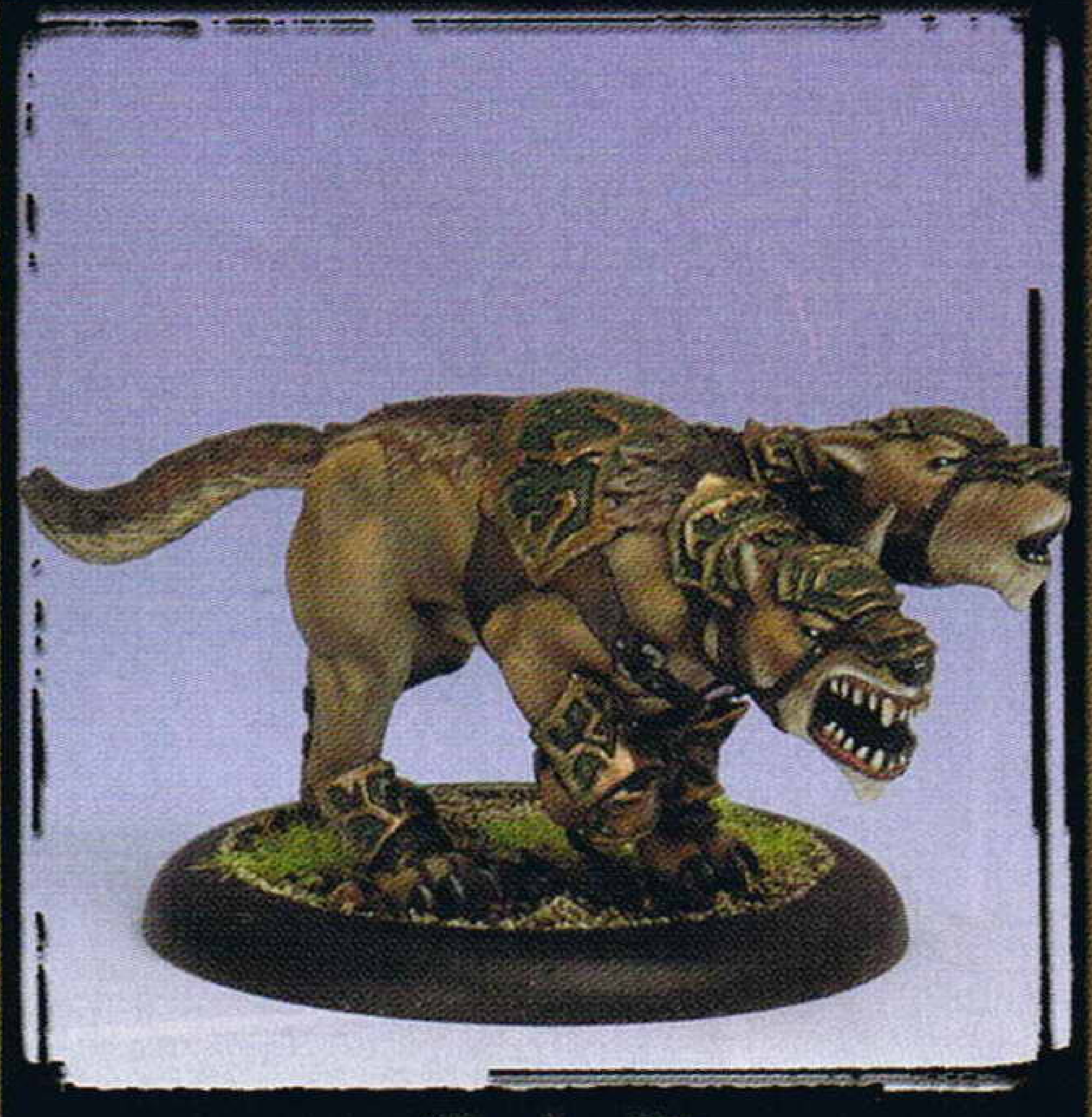

Circle Orboros Argus
Light Warbeast
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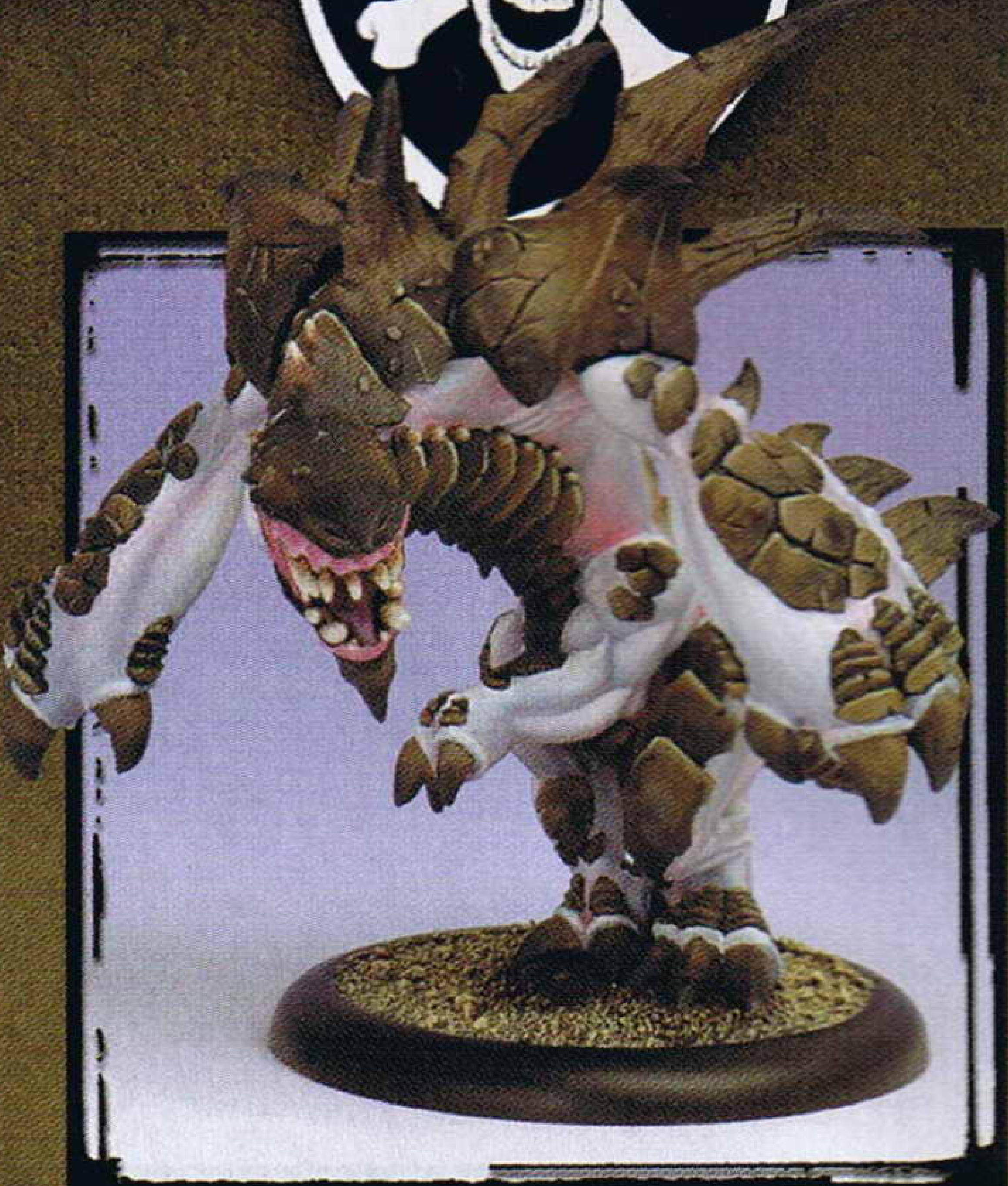

Legion of Everblight
Carnivean Heavy Warbeast
Sculpted By:
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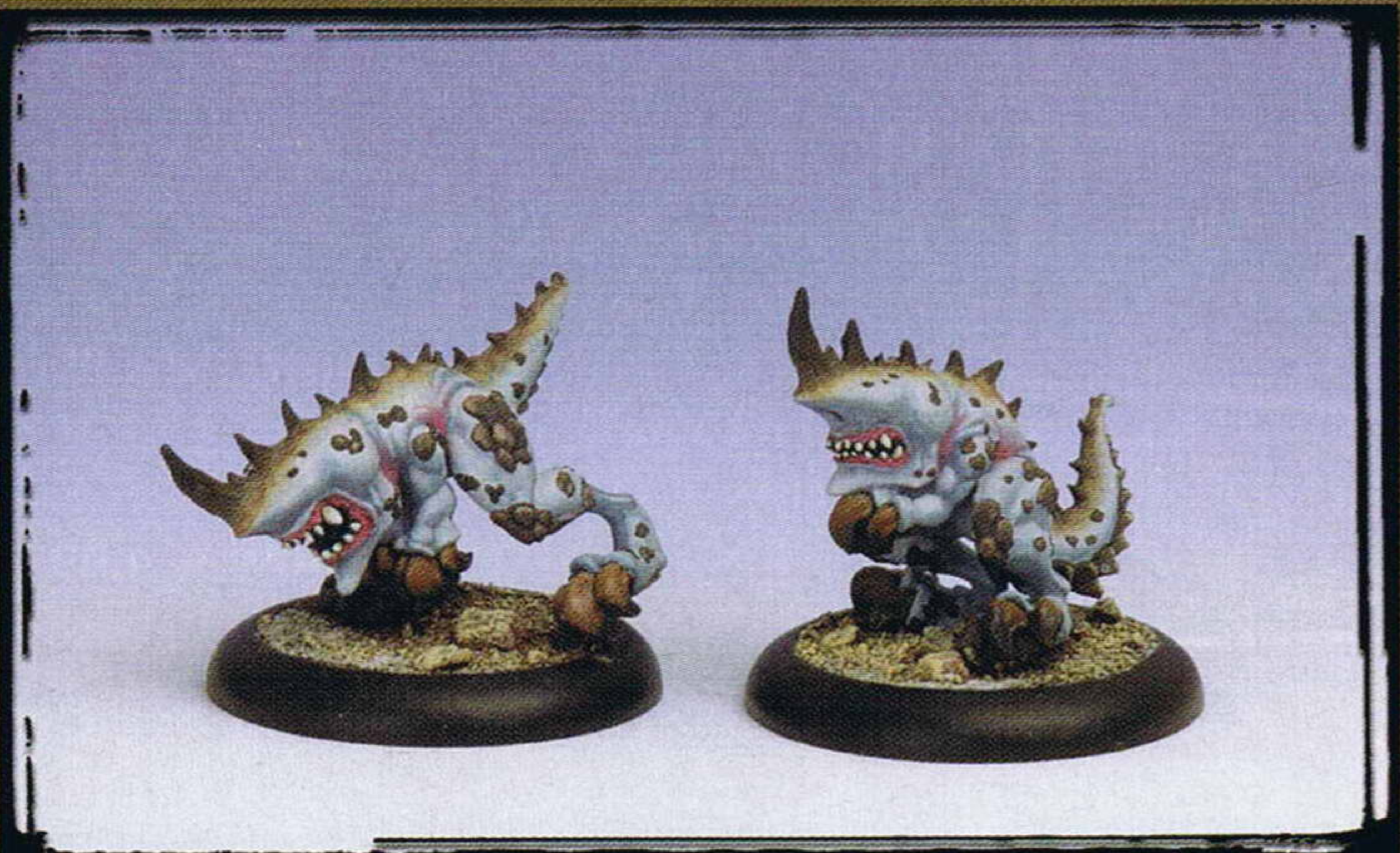

Legion of Everblight Shredders (2)
Light Warbeasts
Sculpted By: Jose Roig
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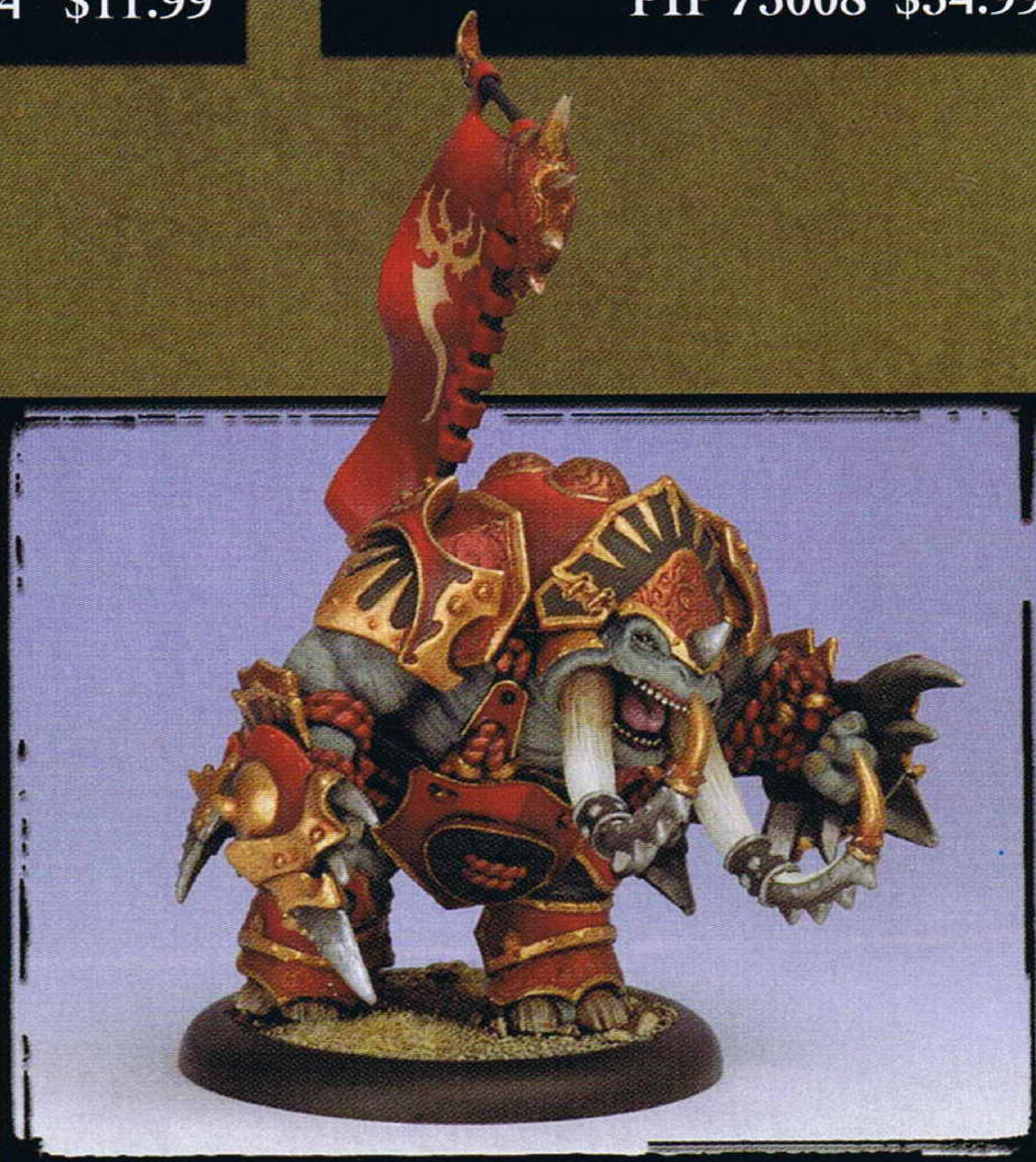

Skorne Titan Gladiator
Heavy Warbeast
Sculpted By: Gregory Clavilier
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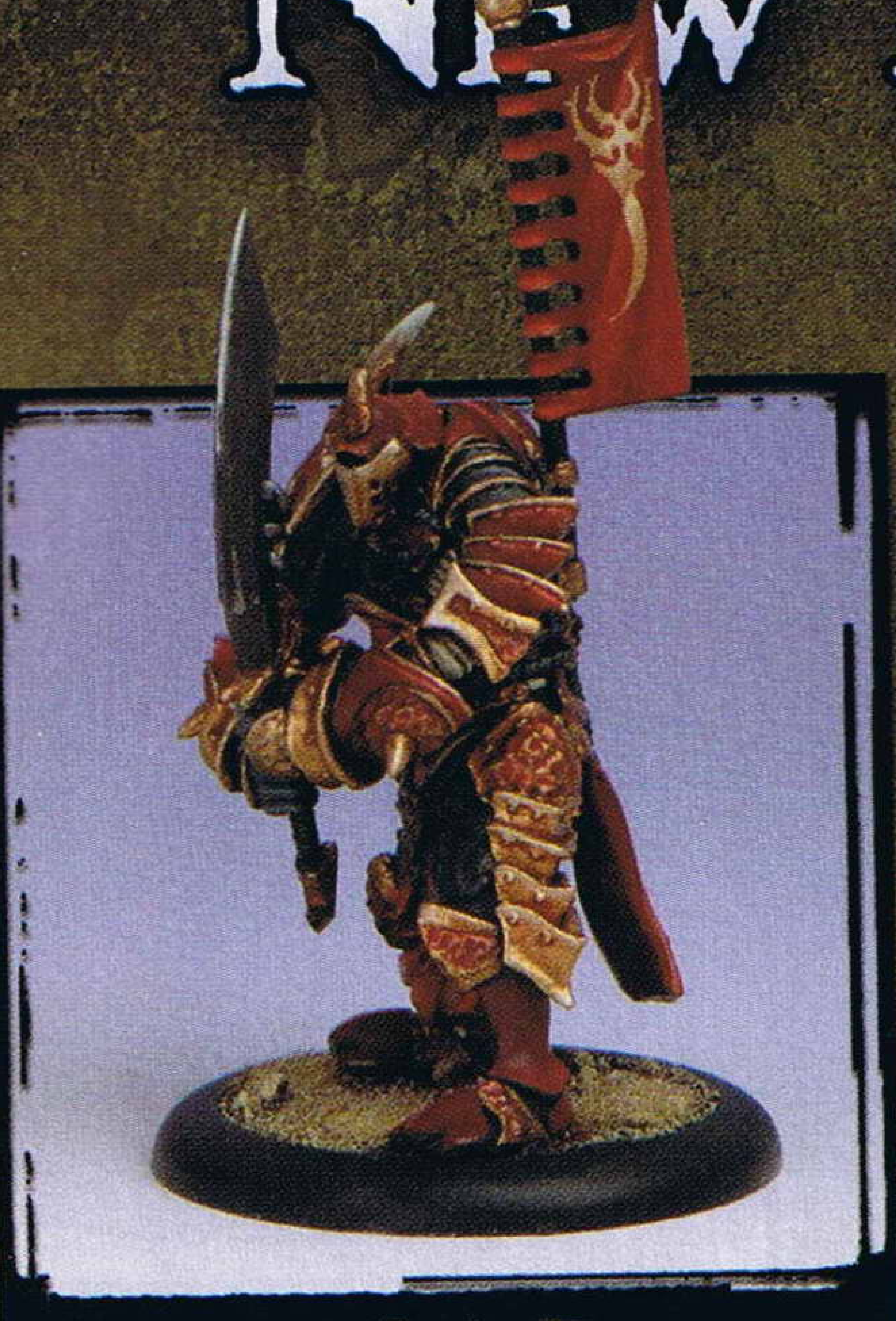
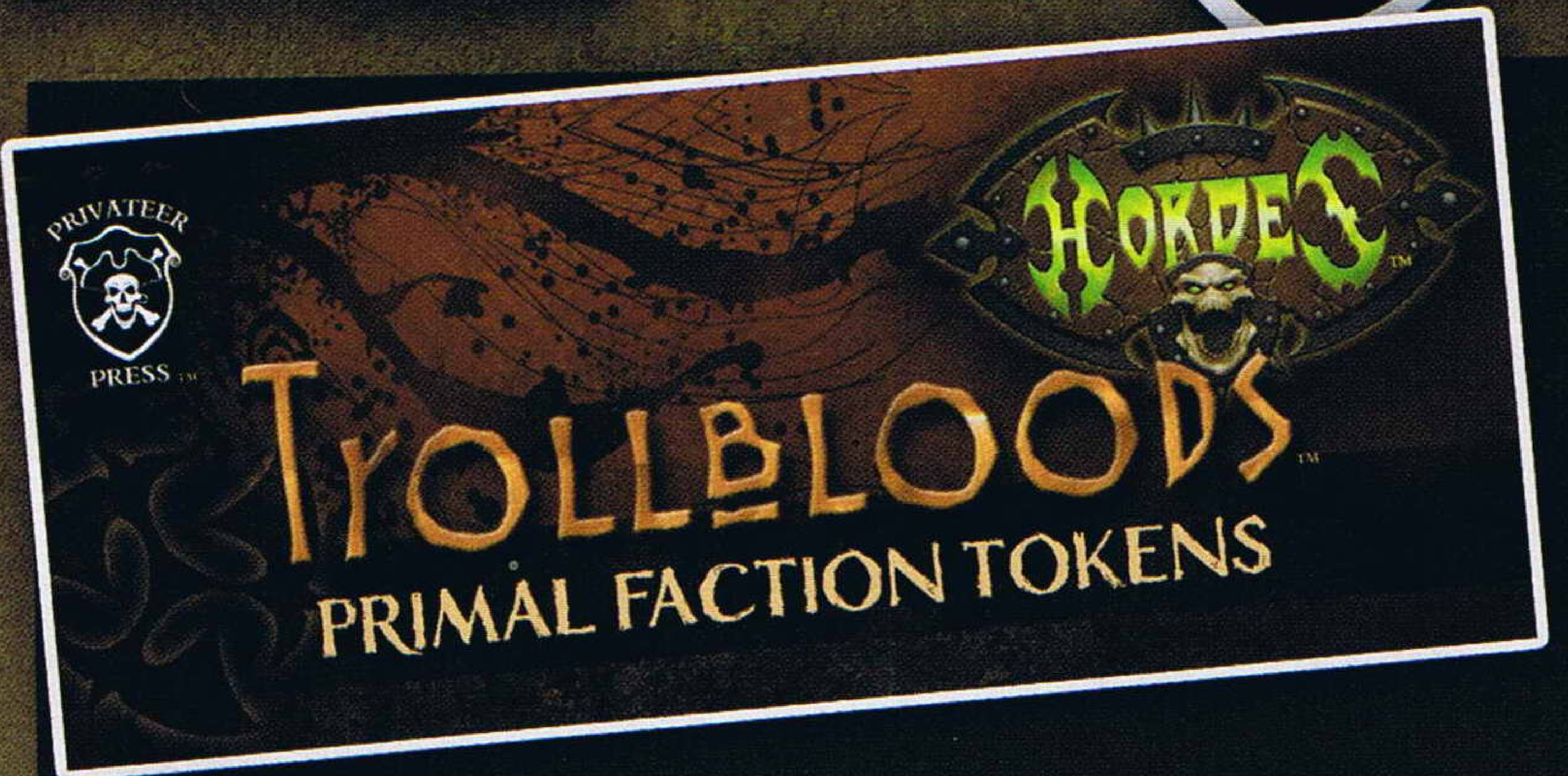


SKORNE CYCLOPS SAVAGE
LIGHT WARBEAST
SCULPTED BY:
EDGAR RAMOS
PIP 74004 $14.99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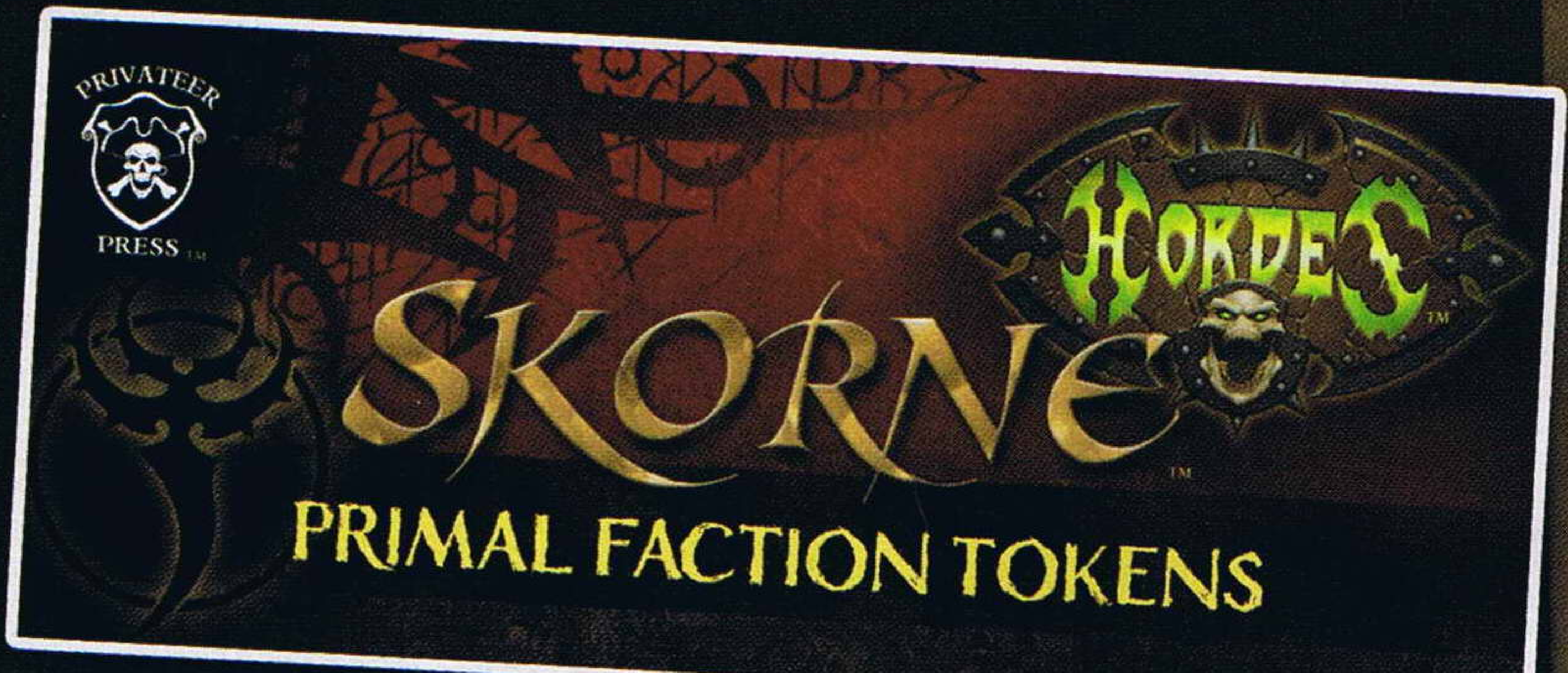
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LEGION OF EVERBLIGHT PRIMAL
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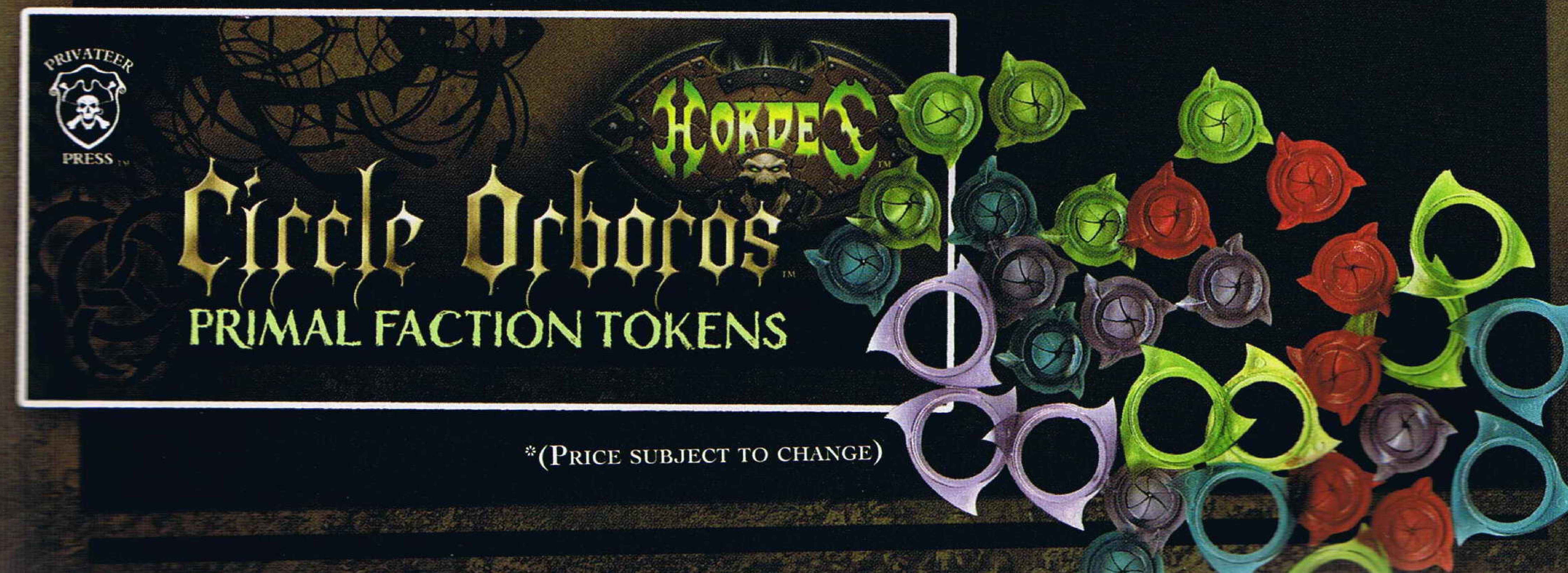
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IRON KINGDOMS CORE COLORS
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PIP 93001
Cygnar Colors

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Khador Colors

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PROTECTORATE COLORS
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CRYX COLORS
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Mercenary Colors

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MERCENARY COLORS
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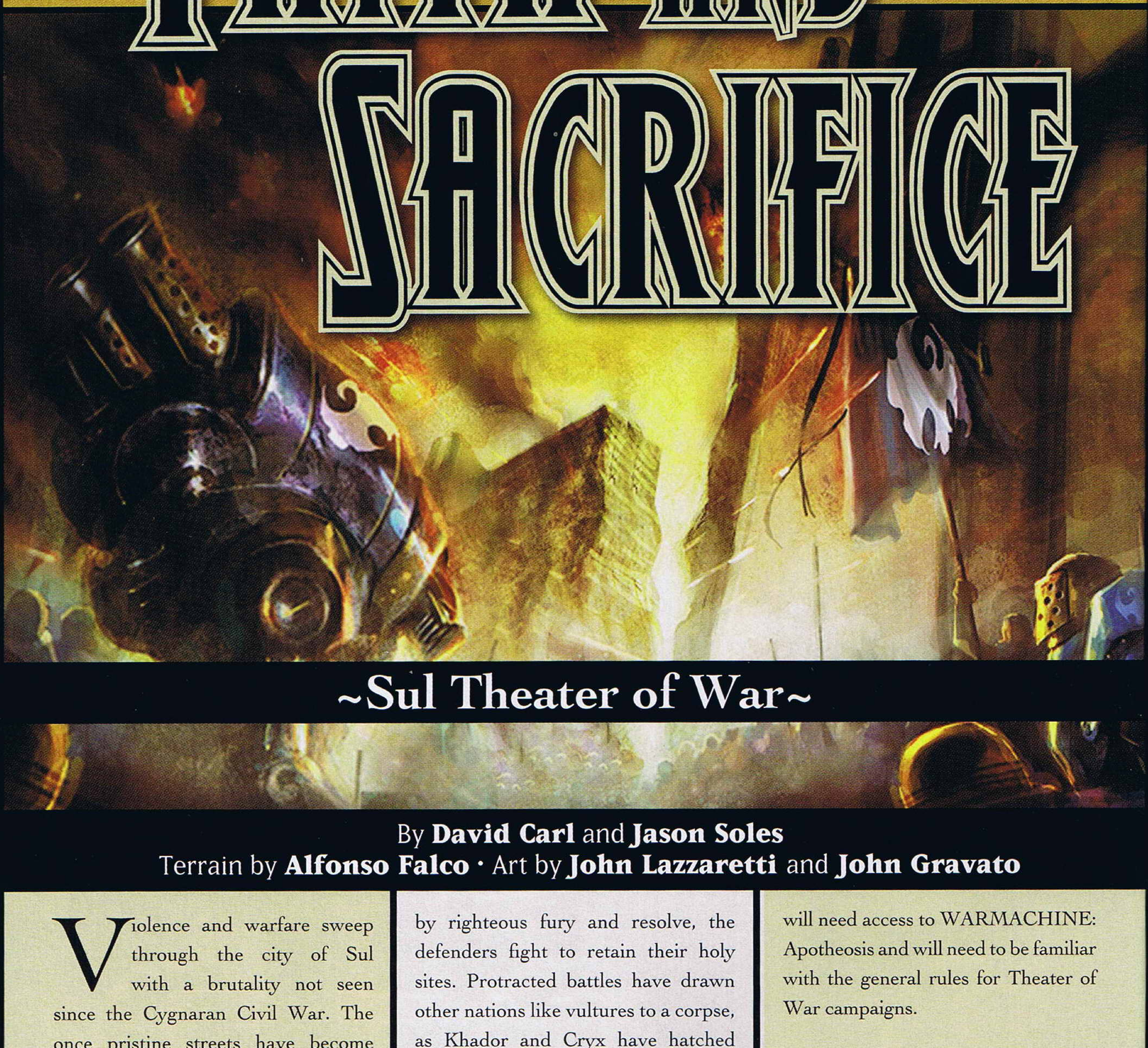
FAITH AND SACRIFICE



~Sul Theater of War~

By **David Carl** and **Jason Soles**
Terrain by **Alfonso Falco** · Art by **John Lazzaretti** and **John Gravato**

Violence and warfare sweep through the city of Sul with a brutality not seen since the Cygnaran Civil War. The once pristine streets have become rubble-strewn battlegrounds in the current conflicts between the nations of the Iron Kingdoms. This once impenetrable Protectorate city has been breached and open warfare is conducted daily throughout its narrow streets. Cygnar hoped to conquer its eastern rival with quick and decisive strikes, yet the enemy was ready and deeply entrenched. Strengthened by righteous fury and resolve, the defenders fight to retain their holy sites. Protracted battles have drawn other nations like vultures to a corpse, as Khador and Cryx have hatched plans to profit from this bloodshed.

Campaign Rules

The Faith and Sacrifice campaign follows the Theater of War Campaign System rules presented in WARMACHINE: Apotheosis, page 126 through page 136. Groups planning to play the Faith and Sacrifice campaign will need access to WARMACHINE: Apotheosis and will need to be familiar with the general rules for Theater of War campaigns.

Exceptions in Sul

The nature of Sul and the surrounding region necessitates certain changes to the standard Theater of War rules.

Paths to Victory

In addition to victory through strategic objectives or domination, a

The Protectorate City of Sul

Crypt
Supply Depot
Barracks
Hospice
Battlement (Cygnar)
Battlement (Protectorate)
Battlement (Khador)
Battlement (Cryx)
1 - Heirarch Sulan's Fortress
2 - Great Temple of the Creator
3 - Visgoth's Palace
4 - Sulon's Remembrance
5 - Exemplar Acropolis
6 - Necropolis/Graveyard
7 - Amplitheater
Lesser Temples
Banks
Factory
Protectorate
Cryx
Cygnar
Khador
Farms
Slums
River Docks
Square
Square
Square
Square
Ocean Ship Docks
Slums
Farms
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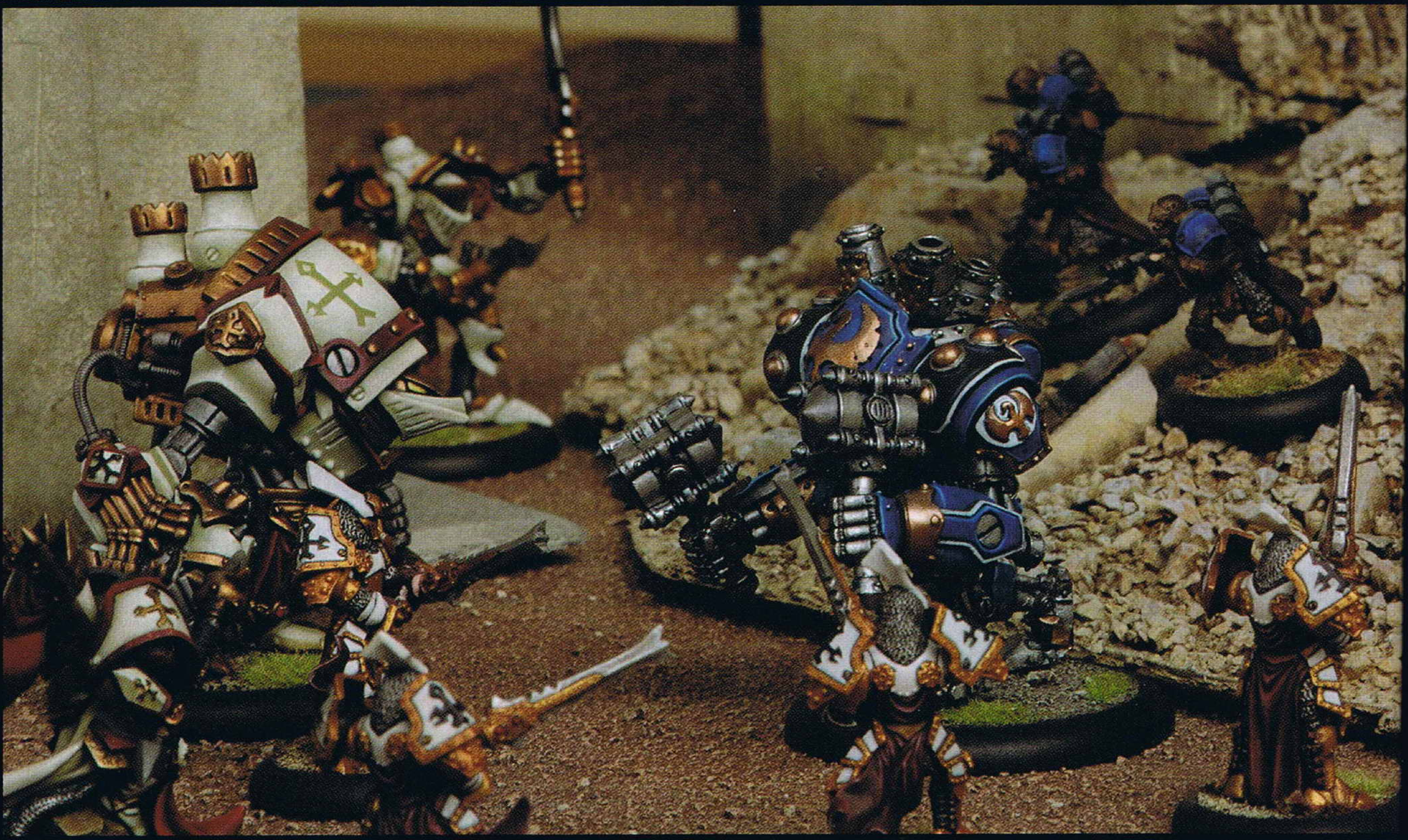


player may win the Faith and Sacrifice campaign by controlling all battlement assets. With full control of the walls, it becomes impossible for enemies to effectively supply their forces within the city, and total victory is assured. Additional information on battlements can be found in the "Sul Assets" section found later in this article.

Proximity

The outer wall of Sul is a massive barrier of stone and mortar. When declaring an attack across the outer wall of Sul, an adjacent battle is considered distant for the purposes of scenario selection and defender bonuses. Attacks across the smaller inner wall of Sul or across the outer wall breach opened up by Major Markus 'Siege' Brisbane in WARMACHINE: Apotheosis follow the standard proximity rules.

Faith and Sacrifice

Led by Lord Commander Stryker, in Spring 606 AR, Cygnaran forces managed to breach the impossibly thick wall of the city. Catching Protectorate forces off guard, Cygnaran forces penetrated deeply into the Menite city. Against all expectations, the Menites rallied, led by the heroic example of great leaders like Grand Exemplar Mikael Kreoss and Feora, Protector of the Flame. The city's most sacred center was held by the Menite faithful, soon reinforced from the east along the Imer Highway. Denied the quick victory, Cygnar settled in for a protracted engagement of dangerous street-to-street fighting. Cygnaran reinforcements from the Caspian garrison, forces collected from Eastwall, and others from along the border have crossed the river. Both nations are locked in conflict, tying up assets, which might have been utilized to support the northern fronts.

Neither Cygnar nor the Protectorate expected outsiders to join the battle, and the arrival of these enemies could throw all plans into disarray. Taking advantage of the disrupted state of Cygnar's eastern border patrols, in the winter of 606 AR Khador hatches a complex and daring plan. For months, the secretive Greylord Prikaz council laid the groundwork for an attack, sending forces south disguised as Menite converts pretending to heed the call of the Harbinger. Now inside the walls of Sul, these men and women have organized to seize the northern gate to allow ingress by soldiers and warjacks smuggled down the Black River. It seems certain the mercenary Warlord Asheth Magnus played a role in the operation, although his objectives are unknown. The Khadorans have attacked from the north in an attempt to take the ramparts and turn the cannons atop the walls of Sul against Caspia. They hope to deal mortal injury to Cygnar's capital all the while diverting resources from the front lines. Should their risky gambit pay off, the Khadorans could seize the initiative in the Thornwood and push Cygnar to the Dragon's Tongue River.

Drawn to bloodshed and corpses, Cryx has not been idle. The Gulf of Cygnar is not safe from their swift vessels, which require no wind to sail and bring their own weather and concealing fog. Cryx sees the battles in Sul as a chance to plant an unholy seed within this sacred city, laying the groundwork for future incursions. While Protectorate defenders struggled against the Cygnaran assault, Cryx landed forces to the southeast of the city and seized the southern docks, opening the way for thralls, bonejacks, and helljacks to march into the streets. Under the cover of these attacks, Cryx hopes to plunder Sul's treasures for Lord Toruk but more importantly to plant powerful unliving sleeper agents in the tunnels and catacombs below the city.

It seems unlikely any one force will quickly seize control of Sul. Cygnar and the Protectorate have allocated huge armies to this battle, neither willing to back down. Khador and Cryx are attempting more risky short-term objectives, but anything could happen, and should the city fall under the sway of any of these forces it would have a huge impact on battles abroad.

Sul Terrain

Deep Water—Players may place deep water terrain features when playing in map regions that include the river or docks, but not in landlocked map regions. See deep water, WARMACHINE: Prime page 61 for details.

Monuments and Statues—Players may place structure terrain features. Monuments and statues are structures that do not have individual segments but have a single armor value and damage capacity. See Damaging and Destroying Structures, WARMACHINE: Prime, page 62.

Traps: Instead of placing terrain features dictated by a map region, the defender may place traps in near and distant proximity battles. He may place up to one (1) trap in a near battle or up to three (3) in a distant battle. See No Quarter Magazine 7 pages 78-79 for the trap rules. Placing traps replaces the ability to place trenches as described in WARMACHINE: Apotheosis page 134.

Urban: Players may place large structure or ruin terrain features. See Damaging and Destroying Structures, WARMACHINE: Prime, page 62. Due to the close-quarters fighting within the streets of Sul, Urban terrain features up to 12" across qualify as a single "moderately sized terrain feature." Urban "large terrain features" may be up to 18" across. Buildings with multiple stories and/or flat rooftops are strongly encouraged.

Walls: Players may place linear obstacles (low walls) or obstructions (high walls). Due to the close-quarters fighting within the streets of Sul, Wall terrain features up to 12" across qualify as a single "moderately sized terrain feature." Wall "large terrain features" may be up to 18" across.

Sul Model/Unit Special Rules

The nature of the terrain in Sul requires armies fighting therein to adapt their combat techniques to better match the urban environment. Models with the following special rules gain (or replace) certain abilities as listed below.

Acrobatics / Perfect Balance

Models with the acrobatics or perfect balance ability gain the rooftop acrobat ability when fighting in the Faith and Sacrifice campaign.

Rooftop Acrobat: While running, a model with the rooftop acrobat ability may move across the gaps between rooftops if it ends its movement on a rooftop with a lower elevation than it began its movement. If a model elects to use the rooftop acrobat ability, it runs at SPD+3" (instead of running at double SPD as normal).

Acrobatics / Leap / Perfect Balance

Models with the acrobatics, leap, or perfect balance ability gain the slow fall ability when fighting in the Faith and Sacrifice campaign.

Slow Fall: When a model with the slow fall ability would take damage from falling (see Falling, WARMACHINE: Prime page 48), ignore that damage if the distance the model falls is less than the model's current SPD stat. The model must have enough movement to move from one rooftop to the other and cannot stop between. A model lacking sufficient movement to move between rooftops must end its movement on the last rooftop it was on.

Body Snatcher

Models with the body snatcher ability gain the civilian casualties ability when fighting in the Faith and Sacrifice campaign.

Civilian Casualties: Gain one (1) corpse token each time a building is destroyed within 3" of a model with the civilian casualties ability. Multiple models may claim corpse tokens from a single building, but the total quantity of corpse tokens on a model may not exceed its body snatcher corpse token limit.

Dig In

Models with the dig in (★Action) lose that ability and gain the hasty cover (★Action) instead when fighting in the Faith and Sacrifice campaign.

Hasty Cover (★Action): Models with the hasty cover ability can improvise barricades from nearby debris, gaining +4 ARM. The models remain in hasty cover until they move or are engaged. Hasty cover may be made on solid rock or within man-made constructions as well as on open ground. Models may begin the game in hasty cover. It is assumed that there is ample debris throughout the wartorn city to utilize this ability anywhere on the table.

Arcing Fire

Models in a battlegroup with a model that has the arcing fire ability gain the spotter ability when fighting in the Faith and Sacrifice campaign.

Spotter: When a warjack with the arcing fire ability makes a ranged attack, it may ignore terrain features when drawing line of sight if at least one other model in its battlegroup has line of sight to the target model and the target model is within the controlling warcaster's control area.

Sul Assets

Barracks: One battle per campaign round, a Cygnar, Khador, or Protectorate player may field 50 extra points in one battle.

Battlements: The battlements are color-coded by faction and are located near the assault border of each faction. When a player declares an attack against a defender who controls a map region containing one of the battlements for the attacker's faction, the defender may nominate one unit or warjack to be delayed. If the defender controls both map regions containing the battlements for the attacker's faction, the defender nominate up to two units or warjacks to be delayed. Delayed units must be declared before the start of the game. A delayed model/unit must deploy within 5" of the rear table edge of its controller's deployment zone. A model delayed model loses all benefit from the Advance Deployment ability.

Crypt: One battle per campaign round, the Cryx player may field 50 extra points in one battle.

Hospice: After one battle per campaign round, a unit or solo that would normally be removed from a detachment due to attrition remains part of the detachment.

Supply Depot: A player in control of a supply depot at the end of a campaign round adds 5 victory points to his war chest. These victory points do not count when determining initiative order.

Faith and Sacrifice War Chest

Throughout the Faith and Sacrifice campaign, a player may spend victory points from his war chest at the start of each campaign round to purchase a new detachment, replace a warcaster with an epic version of itself, purchase advantages, or hire a mercenary detachment. A player may also spend victory points from his war chest to hire mercenaries before a single battle.

Purchasing New Detachments

Before the first battle of a campaign round, a player may spend 80 victory points from his war chest to purchase a new 750-point detachment. New detachments follow all the detachment rules above and must be led by a warcaster who is not already part of another detachment. The new detachment is a permanent addition to his army and refreshes at the start of each campaign round.

Epic Warcasters

Before the first battle of a campaign round, a player may spend 20 victory points from his war chest to replace a warcaster with an epic version of the same warcaster. A player cannot replace a warcaster with an epic version if he purchased the warcaster's detachment this round. The epic warcaster's detachment is expanded to 1000 points of models and refreshes up to 1000 points at the beginning of each round instead of 750 points. Once an epic version of a warcaster has been purchased, the original version is retired and cannot be used again during this campaign. See Epic Warcasters, WARMACHINE: Apotheosis page 23, for more details.

Hiring Mercenary Detachments

Before the first battle of a campaign round, a player may spend 25 victory points from his war chest to hire a 750-point mercenary detachment. This detachment may be used this campaign round in the same manner as any other detachment under the player's control. A mercenary detachment is lost at the end of the campaign round, but may be rehired the following campaign round by paying 25 more victory points.

A mercenary detachment follows all the detachment rules above but must be led by a mercenary warcaster and may only include mercenary models. All models in the detachment must be able to work with the controlling player's faction. A mercenary detachment follows all the normal attrition rules, but if its warcaster is destroyed or removed from play, the mercenary detachment is lost and cannot be used again during this campaign round.

When a player hires a mercenary detachment led by a warcaster that player hired in a previous campaign round, the player may replace that warcaster with an epic version of the same warcaster. The mercenary detachment does not cost additional victory points, but a mercenary epic warcaster's detachment size does not change—it remains 750 points.

Buying Advantages for a Battle

A player may buy advantages before the first battle of a campaign round by spending victory points from his war chest. A player may use one advantage per battle, and each advantage may be used once during the campaign round.

Bombardment: Bombardment allows a player to precede a battle with withering fire from warjack cannons or field artillery. After terrain placement, but before either player deploys his models, declare that the bombardment advantage is being used. The purchasing player then makes d3+1 POW 16 damage rolls against structures on the battlefield. A structure may be repeatedly damaged by Bombardment damage rolls. If the target structure is a large structure, the attack must target a specific building segment. Bombardment costs 5 victory points.

Hidden Gate: Hidden gate allow an attacking player to ignore the benefits of all battlements assets controlled by the defender. Hidden gate cost 10 victory points.

Intelligence: Intelligence decreases the attacker's distance to the map region attacked by one map region. This advantage must be used before the battle's scenario is determined unless the battle is for a strategic objective. Intelligence costs 10 victory points. This advantage may not be used when declaring an attack across the outer wall of Sul.

Reserve Deployment: Reserve deployment allows one of the purchasing player's models or units to deploy after all other models have been deployed for the battle, including advance deployment models. If both players have reserve deployment models, players place their reserve deployment models in deployment order beginning with the first player to deploy his models for the battle. Reserve deployment costs 5 victory points.

Hiring Mercs for a Battle

Before the start of any battle, but after the scenario has been determined, a player may hire mercenary units and solos by spending victory points from his war chest. The mercenary must be able to work for the player's faction and counts towards his army point total for the battle. These mercenaries may only be used in the battle for which they were hired and must be rehired for later battles. A mercenary model or unit may be hired before any battle even if it was destroyed during a previous battle.

Solos or units with the Jack Marshal ability may begin the battle controlling mercenary warjacks.

For every victory point spent to hire mercenaries before a battle, a player fields up to 20 points worth of mercenary models. Unspent points are wasted.

For example, Rob wishes to hire Gorman di Wulfe for a battle. Rob needs to spend two (2) victory points to hire Gorman since he costs 28 points. The remaining 12 that went unspent are lost.

Faith and Sacrifice Paths to Victory

Regardless of the number of participants in the Faith and Sacrifice campaign a player may always achieve victory by completing their three faction-based strategic objectives. Players participating in a four-player campaign may also achieve victory through domination by controlling 22 of the 48 map regions, or through supply strangle hold by controlling all 8 of the battlements assets. Players participating in a three-player campaign must seize control of 28 map regions to win the campaign through domination or all 6 battlements to win the campaign through supply strangle hold. A two-player campaign domination victory requires control of 36 map regions and cannot be won via supply strangle hold.

Summarized War Chest Expenditures

New Detachment—A player may purchase a new detachment for 80 victory points.

Epic Warcaster—A player may replace a warcaster with an epic version for 20 victory points.

Mercenary Detachment—A player may hire a mercenary detachment for one campaign round for 25 victory points.

Bombardment Advantage—A player may make ranged attacks at structures before battle for 5 victory points.

Hidden Gate Advantage—A player may negate the benefit of battlement assets for 10 victory points.

Intelligence Advantage—A player may reduce the distance of an attack by one map region for 10 victory points.

Reserve Deployment Advantage—A player may place one model or unit after all other deployment for 5 victory points.

Hire Mercs for a Battle—A player may hire 20 points worth of mercenaries for a single battle for each victory point spent.

Strategic Objective Scenarios

Each player has a list of strategic objectives based on his faction. When a player attempts to complete one of his strategic objectives, do not roll for a scenario as normal. Instead use the corresponding scenario below. The location of each strategic objective is marked on the Faith and Sacrifice campaign map.

Hold Scenarios

Some scenarios require a player to Hold a location. A player may Hold a location if he controls all models within the space described during his Maintenance Phase. Models engaged in melee cannot be used to hold a location. Neither warrior models with CMD stats of 1 or less nor incorporeal models can Hold a location.

When playing a strategic objective scenario, determine from which side of the table each player will deploy before placing terrain. Players then take turns placing terrain features as described in WARMACHINE: Apotheosis pages 133-134 after placing any additional terrain mandated by the scenario. A player cannot place terrain within the other player's deployment zone. Unless dictated by proximity or specified in a particular scenario, at the start of the battle each player rolls a d6 and the high roller chooses who goes first. The starting player is the first to deploy his models and takes the first turn. Players deploy their forces up to 10" from the table's edge.

CYGNAR

The Lion's Coup and the Cygnaran Civil War proved that Caspia could be threatened from enemies within, but there are many who once believed the outer walls of Caspia and Sul would never be breached from the outside. The Cygnaran forces directed by Major Markus 'Siege' Brisbane under orders from Lord Commander Coleman Stryker proved the belief to be in vain. The breach is tangible proof that one seemingly insurmountable obstacle has fallen. A second, however, may prove even more unyielding than massive walls of solid stone—faith.

Cygnar's first objective is to lay claim to the Great Temple of the Creator. First secure or destroy a Khadoran supply train. Next search

and sink an enemy vessel moored at the southern docks.

Finally capture the Great Temple of the Creator the symbolic and literal heart of the city.

Strategic Objective

Scenario One: The Shipment

Khador's ambitions in the south threaten to divert more resources from the northern front. Should the Motherland gain a foothold in Sul, the results could be disastrous for Cygnar. However, Khadoran forces in the region are currently forced to rely on long and hazardous supply lines that are subject to constant harassment from enemy forces. Any disruption to Khadoran resupply could be ruinous to their plans.

Cygnaran intelligence has received word that a much-needed shipment of food, coal, and ammunition has arrived. Immediately a strike force is dispatched to capture and secure or destroy the shipment before it can reach enemy hands.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent six (6), near five (5),
and distant four (4).

A 6" wide highway runs down the middle of the table from the north table edge to the south table edge. No terrain may be placed on the highway.

The defender places three (3) 2" x 3" supply carts on the highway completely within 10" of the back of the defender's deployment zone. The carts have ARM 16 and can sustain 20 points of damage before being destroyed.

One of the carts is full of ammunition and powder. Each time a cart is destroyed, roll a d6. On a roll of 1 or 2, the cart destroyed was the ammo cart. If the ammo cart has not already been destroyed, the last cart in play is the ammo cart. When the ammo cart is destroyed, all models and carts within 3" of the ammo cart suffer a POW 14 damage roll.

Beginning

The defending player sets up first, placing his models within 10" of the north table edge. The Cygnar player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cygnar player wins if all three carts are destroyed or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Cygnar player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective

Scenario Two: Secure the Southern Docks

Within a stone's throw from Caspia, Sul's docks are largely under Cygnaran dominion, but a few small vessels are yet able to slip into the city under the cover of darkness or the chaos of war. Word has reached Cygnaran command that one such vessel has reached the southern docks while still in enemy hands. Cygnaran forces must engage enemy forces, search the vessel, and then destroy it.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent eight (8), near six (6),
and distant five (5).

See the map. The back edge of the defender's deployment zone is bordered by a 3" wide deep water river (See WARMACHINE: Prime, page 61). The 3" x 4" ship is firmly moored to the dock in the middle of the river. The ship has ARM 16 and can take 50 damage points before being destroyed. See Damaging and Destroying Structures, WARMACHINE: Prime, page 62. The river is a deep water terrain feature. Models cannot move into or be placed on the ship.

To win the game, the Cygnar player must search the ship and then destroy it. To search the ship, the Cygnar player must hold the Mooring Area of the map for one round.

The Bombardment Advantage cannot be used in this scenario.

Beginning

The defending player sets up first, placing his models within 10" of the table edge. The Cygnar player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cygnar player wins if the ship was successfully searched and destroyed, if the defender damages the ship, or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the ship is destroyed before the Cygnar player searched it, the Cygnar player's last warcaster is destroyed or removed from play, or if the battle ends due to Hammertime.

Strategic Objective

Scenario Three: Conquer the Great Temple of the Creator

Though Hierarch Sulon's Fortress fell to Cygnar quickly after the wall was breached, conquering the Great Temple of the Creator has proven a far more difficult task. Cygnaran forces must crush the temple defenders and drive out the leading Visgoth of Sul to break the will of the citizens.

Though a direct assault on the heavily defended Temple would be tantamount to suicide, Cygnaran forces have located a smaller government building with a passage leading directly to the Temple. If the passage could be secured, Cygnar would be able to launch a surprise attack on the Great Temple of the Creator itself.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent eight (8), near six (6),
and distant five (5).

The one (1) small building (see urban terrain above) is placed in the middle of the table. This building represents the government building with an underground entryway into the Great Temple of the Creator. The building has two 3" wide doors and must have a door facing both the Cygnar player's deployment zone and the defender's deployment zone when placed. The building cannot be damaged in any way.

To win the game, the Cygnar player must Hold the building with a warcaster to win the game for two (2) consecutive rounds.

Beginning

The defending player sets up first, placing his models within 10" of the table edge. The Cygnar player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cygnar player wins if the building was held by a friendly warcaster for two consecutive rounds or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Cygnar player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

PROTECTORATE

The fall of Sul, the second largest city in the Protectorate of Menoth and its most ancient bastion, would be a devastating blow to the young nation. It would not be unreasonable to consider such a loss the beginning of the end, a sentence in the history books that turns a powerful force into a footnote in time. The breach of the western wall was troubling enough, but with the addition of Khador's incursion and Cryxian raiders eager to pick the bones, the Protectorate faces its darkest hour.

The most immediate task at hand is securing the northern gate of the outer wall—fighting a war on three fronts is a fate no battlefield commander can endure for long. With this secured, the forces of the Protectorate can turn their attention to the Cygnaran invaders. Crushing the Cygnaran officers in the Hierarch's Fortress would deprive their foes of an easily defensible mustering point, taking the battle to the streets where every citizen can become a soldier ready to die for the Creator of Man. Last, the Protectorate forces must retake the original western breach, closing off the most dangerous gap in their defenses. When Khador and Cygnar have been expulsed, only then can the Protectorate spare time to deal with the Cryxian interlopers.

Strategic Objective

Scenario One:
Secure the North Gate

Even the military leaders of the Protectorate hold little hope of Sul's survival as long as enemies control the gates to the south, west, and north. Protectorate forces must wrest control of the northern gate from their enemies before they can focus on driving the Cygnarans back across the Black River.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent eight (8), near six (6),
and distant five (5).

See the map. Two 3" wide, 3" high walls run down the middle of the table. Wall 1 extends 24" from the West table edge. Wall 2 extends 12" from the East table edge. The walls cannot be damaged in any way. There are ladders every 4" along both sides of the walls as shown on the map. A non-cavalry warrior model in base contact with a ladder may forfeit its movement to move up the ladder during its activation. Place the model on top of the wall in base contact with the ladder.

To win the game, the Protectorate player must simultaneously Hold both wall sections for one round.

Beginning

The defending player sets up first, placing his models within 10" of the table edge. The Protectorate player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Protectorate player wins if he simultaneously Holds both wall sections for one round or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins when the Protectorate player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective

Scenario Two:
Divide and Conquer

Hierarch Sulon's Fortress, once the center of Protectorate government before the capital was relocated to Imer, has fallen into the hands of the heretics. Now a base for enemy operations, the Fortress must be liberated at any cost. Having launched a series of attacks to draw enemy forces from the Fortress, the Menites now hope to destroy key bridges to cut off the invaders before assaulting the Fortress itself.

Special Rules and Set-Up

This scenario utilizes Hammertime.
Adjacent eight (8). Near six (6).
Distant four (4).

Before placing any other terrain, place four 2" diameter, 8+" tall pillars touching the forward edge of the defender's deployment zone. Space the pillars 8" apart on this line 8" away from either table edge. Each pillar has ARM 18 and each inch can take 20 damage points before being destroyed. See Damaging and Destroying Structures, WARMACHINE: Prime, pg. 62 for details. The attacker must destroy the pillars before the battle ends do to Hammertime. Once all the pillars are destroyed, the bridges collapses and the attacker wins.

The Bombardment Advantage cannot be used in this scenario.

Beginning

The defending player sets up first, placing his models within 10" of the table edge. The Protectorate player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Protectorate player wins if he destroys all four (4) pillars. The defender wins when the Protectorate player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective

Scenario Three: Close the Breach

Protectorate forces launch a massive offensive in hopes of dealing a crippling blow to the occupying forces by regaining territory in the vicinity of the breached western wall. Protectorate troops must force the invading soldiers back into the river and reestablish a strong military presence so repairs may be constructed and the city cleansed of the unfaithful.

Attacking from under the cover of a great dust storm, Protectorate forces hoped to overwhelm the invaders before they could mount an effective

defense. Though enemy forces were taken by surprise, they are far from beaten. Remaining forces must be eradicated and the area secured before reinforcements can arrive.

Special Rules and Set Up

This scenario utilizes Hammertime.
Adjacent eight (8). Near six (6).
Distant four (4).

Before scenario terrain is placed, the defender may place two (2) low wall or ruin terrain features within 10" of the center of the table. Additional terrain features must be placed outside 10" of the center of the table.

This battle takes place during a dust storm. Roll a d6 each round before the start of the first player's turn. On the roll of 1 or 2, a dust storm hits the battlefield. All models suffer -1 on ranged attack rolls. Models cannot give or receive orders. The dust storm lasts for one round.

Beginning

The defender deploys first, placing his models within 6" of the center of the table. The Protectorate player then deploys his models within 3" of any number of table edges.

The defender takes the first turn.

Victory Conditions

The Protectorate player wins once the defender's last warcaster has been destroyed or removed from play. The defender wins when the Protectorate player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

KHADOR

The Empire of Khador has always viewed the Protectorate of Menoth as a tool and diversion against Cygnar, a spike to be driven into the side of their southern adversary. That time is past. Khador seeks to exploit the chaos in the city to gain a powerful vantage point from which to rain cannon fire down on the capital of Cygnar. This is an ambitious and unlikely mission, but one led by courageous patriots who will not accept failure.

Vital supplies from the Motherland will be unable to support the attackers without securing the northern docks prior to their arrival. A lightning raid on a Protectorate barracks will yield valuable information and prisoners. Finally, Khador will take control of a portion of the western wall to rain mortar, bombard, and cannon attacks on Caspia.

Strategic Objective

Scenario One:
Take the Docks

Far from home and lacking traditional supply lines, Khador's strike force is operating on smuggled time. Now that the northern gate has been taken, it is imperative that a secure location for shipments be established. Khadoran forces must seize the docks, destroying any resistance in the process.

Special Rules and Set Up

This scenario utilizes Hammertime: adjacent eight (8), near six (6), and distant five (5).

See the map. An 18" wide main dock runs down the middle of the table from the north table edge to the south table edge. On either side of the dock are three (3) 4" x 15" dock sections. The docks cannot be damaged in any way.

To win the game, the Khador player must Hold four dock sections simultaneously for one round.

The portions of the table that are not covered by docks are Deep Water. See WARMACHINE: Prime, page 61.

Terrain features placed in this scenario must be wooden structures, crates, barrels or anything else found on a dock. Trenches may not be used in this scenario. Terrain must be placed entirely on one section of dock. Terrain on the Main Dock cannot be placed within 3" of a dock section. Terrain on a dock section cannot be placed within 3" of the Main Dock.

Beginning

The defending player sets up first, placing his models within 10" of the north table edge. The Khador player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Khador player wins if he simultaneously Holds four dock sections for one round or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Khador player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective

Scenario Two: Raiders

Having successfully established a hold on the city, Khador now needs to extend its intelligence assets. Khadoran forces begin launching raids on enemy barracks in hopes of capturing prisoners that may be interrogated.

Special Rules and Set Up

The defender begins by placing three (3) small barracks buildings completely within 12" of the center of the table. Each building must have at least one 3' wide door. The buildings cannot be damaged in any way.

The Khador player must gather prisoner tokens and return them to his deployment zone. To gather prisoner tokens, the Khador player must Hold a barracks building with one or more warrior models. When a building is first held by the Khador player, roll a d3+1. This is the number of prisoner tokens within the barracks. Each friendly Khador warrior model within the barracks when the die is rolled may be given up to one prisoner token. Unassigned tokens remain in the building. A friendly Khador warrior model without a prisoner token in a building with prisoner tokens may make a special action to gain one prisoner token.

If a model carrying a prisoner token is destroyed or removed from play, the prisoner token likewise leaves play.

If a model with a prisoner token enters the Khador player's deployment zone, he removes the token. Once the Khador player accumulates three prisoner tokens, he immediately wins the game.

Beginning

The defending player sets up first, placing his models within 10" of the north table edge. The Khador player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Khador player immediately wins if he accumulates three prisoner tokens in his deployment zone or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Khador player's last warcaster is destroyed or removed from play.

Strategic Objective

Scenario Three: Secure the Western Wall

After solidifying their position in Sul, the Khadorans are finally prepared to mount an offensive to gain ground within cannon shot of Caspia itself. Though it is unlikely territory gained can be held for long, the disruption caused will certainly result in military assets to be diverted from the northern front.

Special Rules and Set Up

A 5" wide, 3" high wall runs from the east to the west table edges spanning the back table edge of the defenders deployment zone. The wall cannot be damaged in any way. There is a ladder every 6" along the wall. A non-cavalry warrior model in base contact with a ladder may forfeit its movement to move up the ladder during its activation. Place the model on top of the wall in base contact with the ladder.

To win the game, the Khador player must Hold the wall for one round.

Beginning

The defending player sets up first, placing his models within 10" of the north table edge. The Khador player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Khador player wins if he can Hold the wall for one round or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Khador player's last warcaster is destroyed or removed from play.

CRYX

The Nightmare Legions care nothing of the politics of men, but that is not to say they operate without plan or ambition. Hundreds of thousands of souls and hundreds of thousands of bodies lie between massive walls of solid stone embroiled in a bitter and bloody battle. A richer culling field would be difficult to find.

The path of Cryx is insidious. The first objective is to secure the docks of Sul that lie within the outer wall, allowing Cryxian forces liberty to enter the city at will. They do not breathe. They do not sleep. Their supply lines and support plan are as simple as fishing bodies out of the river. Once their ingress is secure, Cryxian forces will infiltrate the Visgoth's Palace under the cover of night to plant sleeper agents within the ancient crypts below the palace. Finally, they will release concentrated necrotite into the water supply in the northern outskirts of Sul to ease future recruitment.

Strategic Objective

Scenario One: Silent Passage

A major Cryxian force is due to sail secretly into Sul under the cover of darkness. To ensure the safe arrival of these reinforcements, the sentries that watch the docks within the inner walls of the city must be eliminated.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent six (6), near five (5),
and distant four (4).

A 3" wide area of deep water (See WARMACHINE: Prime page 61) runs from the north to the south table edges along the West table edge.

Before additional terrain is placed, the defender places two (2) 4" x 4" guard towers at least 12" apart in his deployment zone. Each tower must have at least one 3" wide door facing the Cryx player's deployment zone. The guard towers cannot be damaged in any way.

To win the game, the Cryx player must Hold both guard towers simultaneously for one round.

This battle takes place under the cover of darkness. The line of sight of all models is limited to 6".

Beginning

The defending player sets up first, placing his models within 10" of the north table edge. The Cryx player then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cryx player wins if he can Hold both guard towers simultaneously for one round or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Cryx player's last warcaster is destroyed or removed from play.

Strategic Objective

Scenario Two: Grave Robbers

Nefarious beyond measure, there are no lengths to which Cryx will not go to ensure victory. Having discovered the whereabouts of a number of ancient tombs within the city, Cryxian forces set about raiding the vaults in hopes of replacing the corpses with powerful thralls that can lay undetected until called to service behind enemy lines.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent eight (8), near six (6),
and distant five (5).

Before normal scenario terrain is placed, the defender begins by placing four (4) small buildings anywhere on

the table outside the deployment zones. These buildings represent ancient Menite tombs. The tombs cannot be placed within 12" of each other. The tombs cannot be damaged in any way. Each building has one 3' wide door.

To win the game, the Cryx player must leave a thrall sleeper agent in each tomb by holding the tomb with a solo or warcaster for at least one round.

Beginning

The defending player sets up first, placing his models within 10" of the table edge. The attacker then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

The Cryx player wins once he has left a thrall sleeper in each tomb or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Cryx player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.

Strategic Objective

Scenario Three: The Poisoned Well

In times of strife, death comes in many guises. Starvation and epidemics work hand in hand with the carnage of the battlefield, especially within the confines of overcrowded war torn cities like Sul. The odor surrounding the unburied dead unleashes a miasma of foul, disease-ridden air that can sicken even the most able bodied soldiers. Stagnant water spreads mortal corruption to those who come in contact with its putrescence. Knowing a good thing when they see it, Cryxian forces hope to compound these miseries by poisoning what few clean fresh water wells remain within the confines of the city.

Special Rules and Set Up

This scenario utilizes Hammertime:
adjacent eight (8), near six (6),
and distant five (5).

Before additional terrain is placed, the defender places a 3" AOE template representing a well anywhere on his side of the table outside his deployment zone. The well is Deep Water. See WARMACHINE: Prime, page 61.

Before the start of the game, the Cryx player nominates three friendly Cryx warrior models to start the game with poison satchels. Any time a warrior model carrying a satchel is destroyed or removed from play, place a marker at the model's last location. The marker represents the satchel, which may be picked up by a friendly Cryx warrior model ending its movement in base contact with it.

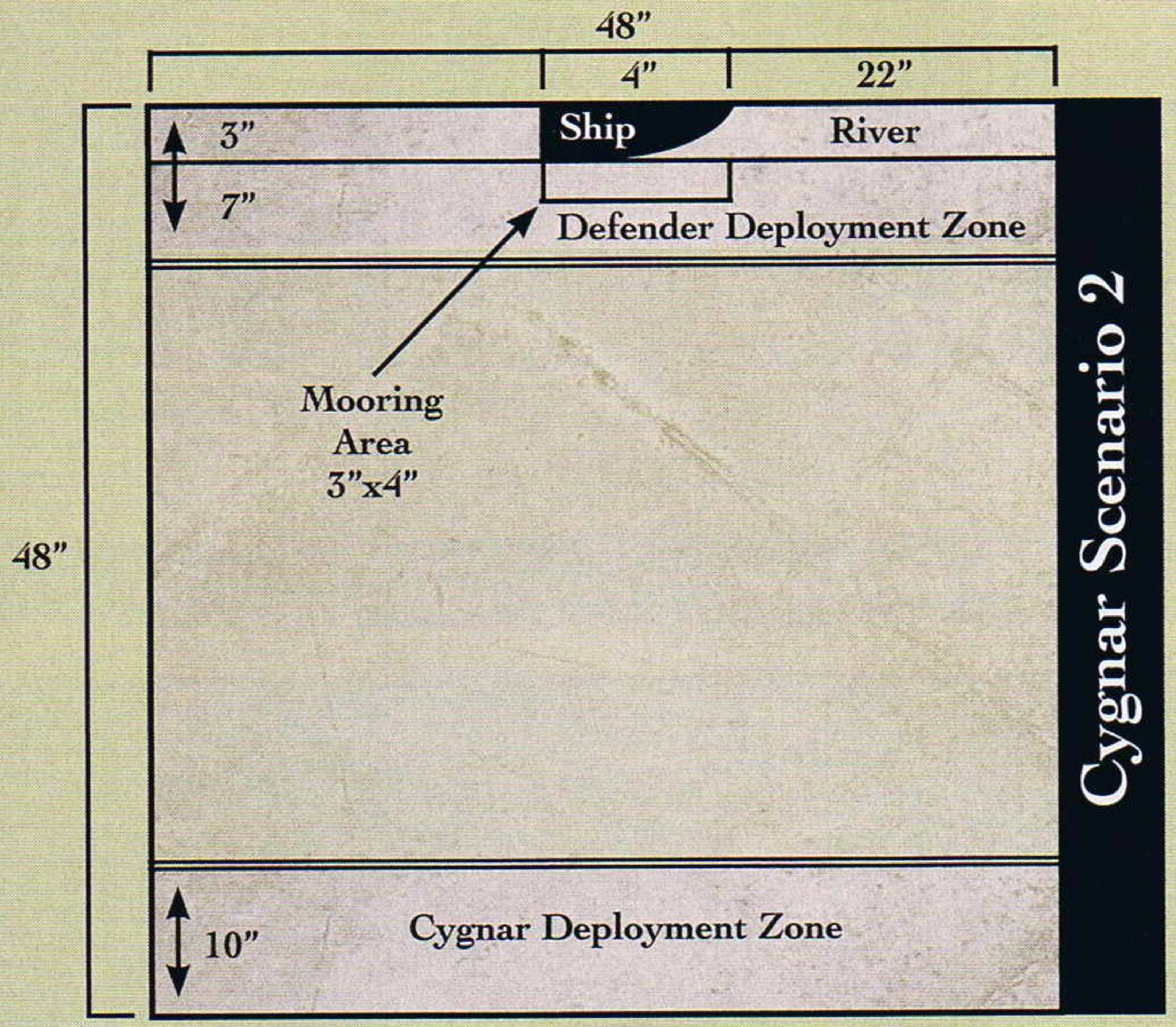
A friendly Cryx warrior model with a poison satchel in base contact with the well may forfeit its activation to poison the well. The Cryx player wins the game once the well has been poisoned.

Beginning

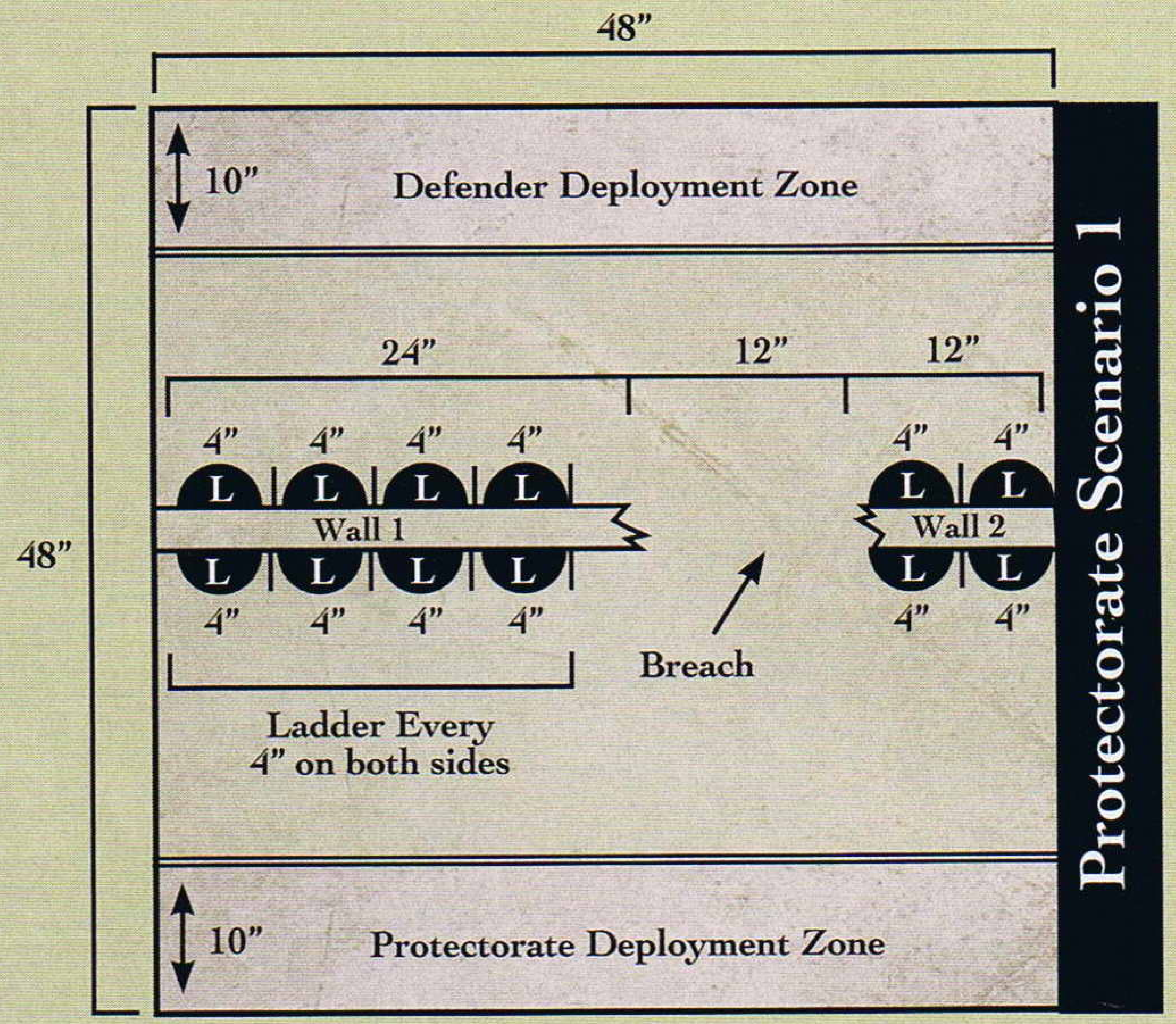
The defending player sets up first, placing his models within 10" of the table edge. The attacker then deploys his forces up to 10" from the opposite table edge. Unless determined by proximity, after all models are placed, each player rolls a d6. The high roller chooses who goes first.

Victory Conditions

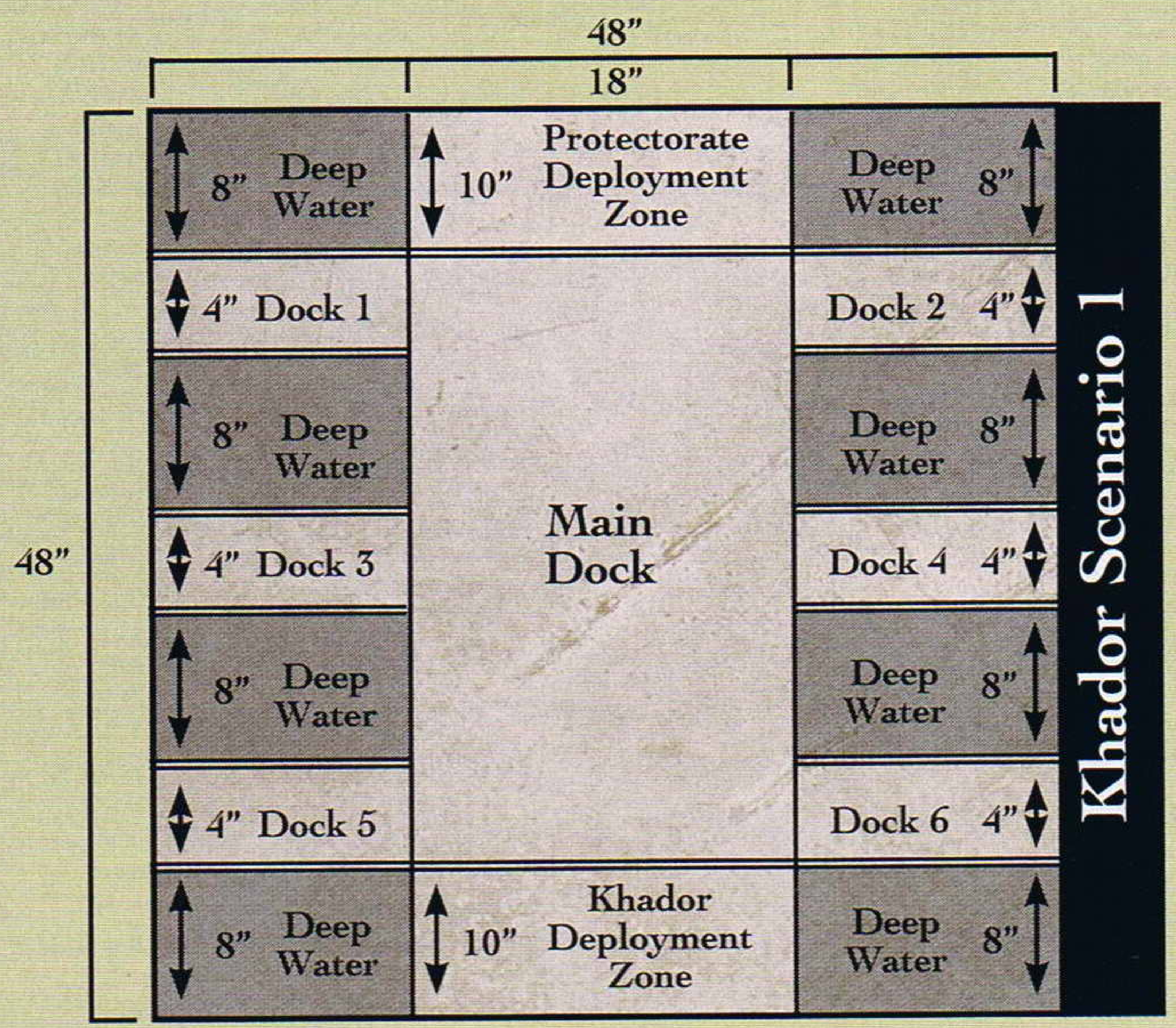
The Cryx player wins once the well has been poisoned or if the defender has no models in play. Inert warjacks are not considered to be in play when resolving this victory condition. The defender wins if the Cryx player's last warcaster is destroyed or removed from play or if the battle ends due to Hammertime.


Cygnar Scenario 2

48”
4”
22”
3”
Ship
River
7”
Defender Deployment Zone
Mooring
Area
3”x4”
48”
10”
Cygnar Deployment Zone


Protectorate Scenario 1

48”
10”
Defender Deployment Zone
24”
12”
12”
4”
4”
4”
4”
4”
4”
L
Wall 1
Wall 2
Breach
48”
Ladder Every
4” on both sides
10”
Protectorate Deployment Zone


Khador Scenario 1

48”
18”
8”
Deep Water
10”
Protectorate Deployment Zone
4” Dock 1
Dock 2 4”
Main Dock
48”
4” Dock 3
Dock 4 4”
4” Dock 5
Dock 6 4”
Khador Deployment Zone

FAITH AND SACRIFICE

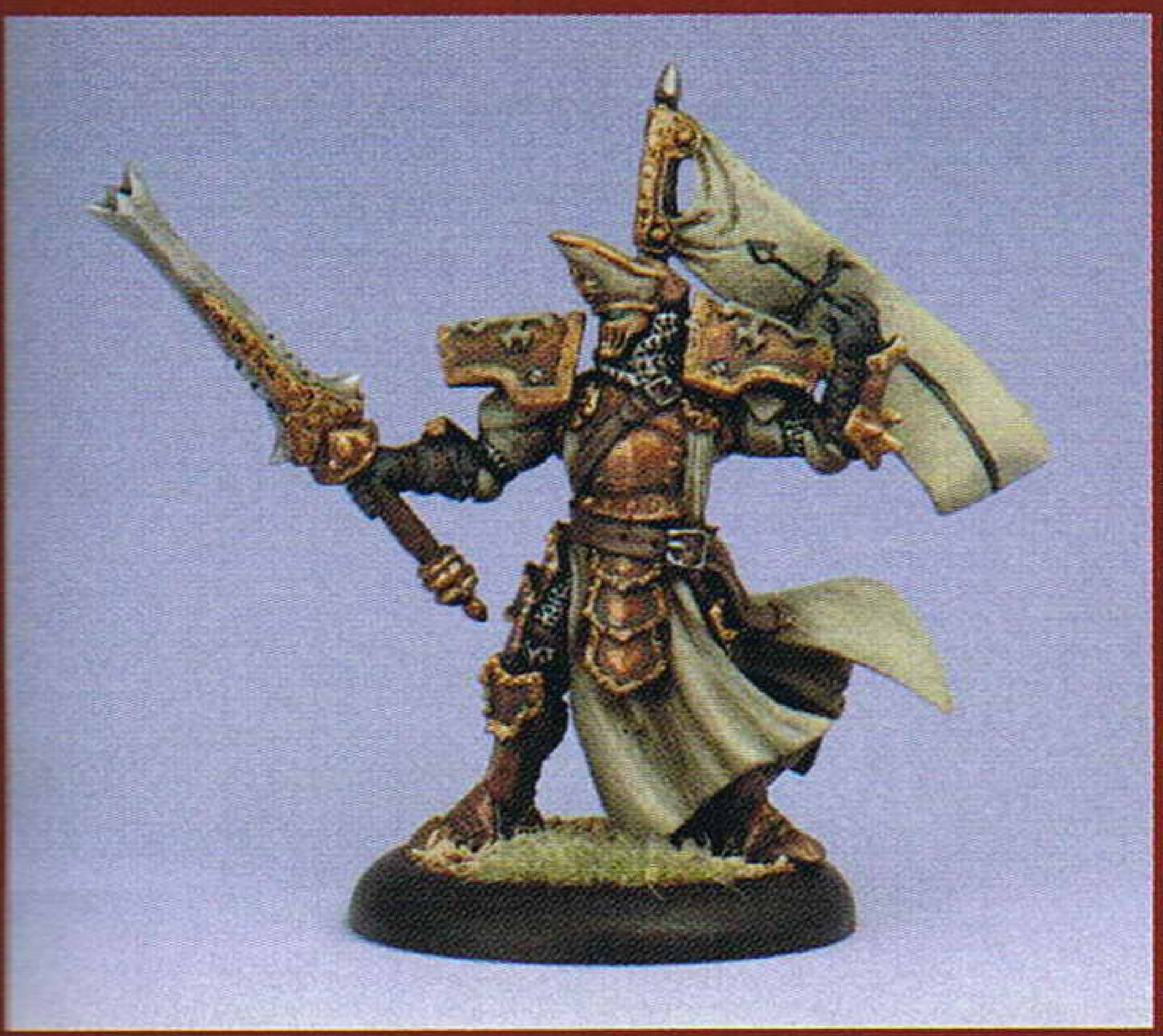
Exemplar Army

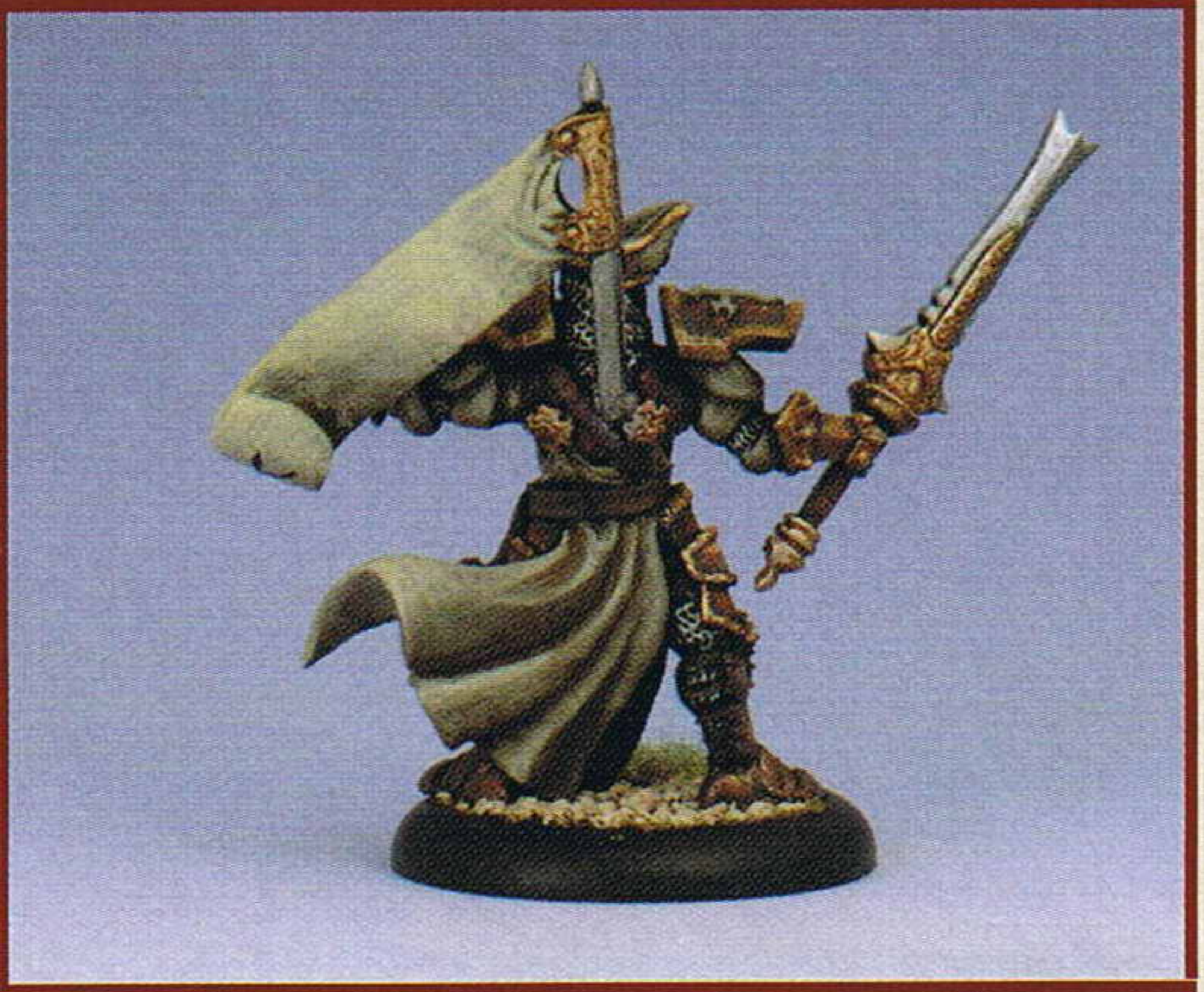
By Rob Stoddard with model conversions & paint by Matt DiPietro

With WARMACHINE: Superiority's release in August, the dream of setting down a fully themed army is now a realization that many a diehard fan can embrace. Amazing new additions to the ranks of the Khador Winter Guard, Cygnar Trenchers, Cryx Pirates and Banes, Protectorate Flameguard, and Knights Exemplar make the call unrelenting. In the following pages we explore one of the first calls to be answered as we work through a themed Exemplar army.

Ever since the release of WARMACHINE: Escalation and the Exemplar Seneschal almost two years ago, the urge to do an entire Exemplar army lay dormant, awaiting that one moment to stride atop the field of battle in all its glory. With Grand Exemplar Kreoss' debut in WARMACHINE: Apotheosis, he elevated the Knights Exemplar to a higher level and made the construction of an Exemplar only army even harder to resist. After being trench deep into WARMACHINE: Superiority's development, it was readily apparent that the Exemplar army would finally set foot to field. After the years of resistance, the desire would be realized, and with the inevitable now embraced, the planning of this grand army began. As with most WARMACHINE armies, the warcaster is the focal point. In this instance, the flowing banners and robes of Epic Kreoss were something that began to shape the vision of the army as a whole. Adding banners, cloth, and a robe or two would become the norm.

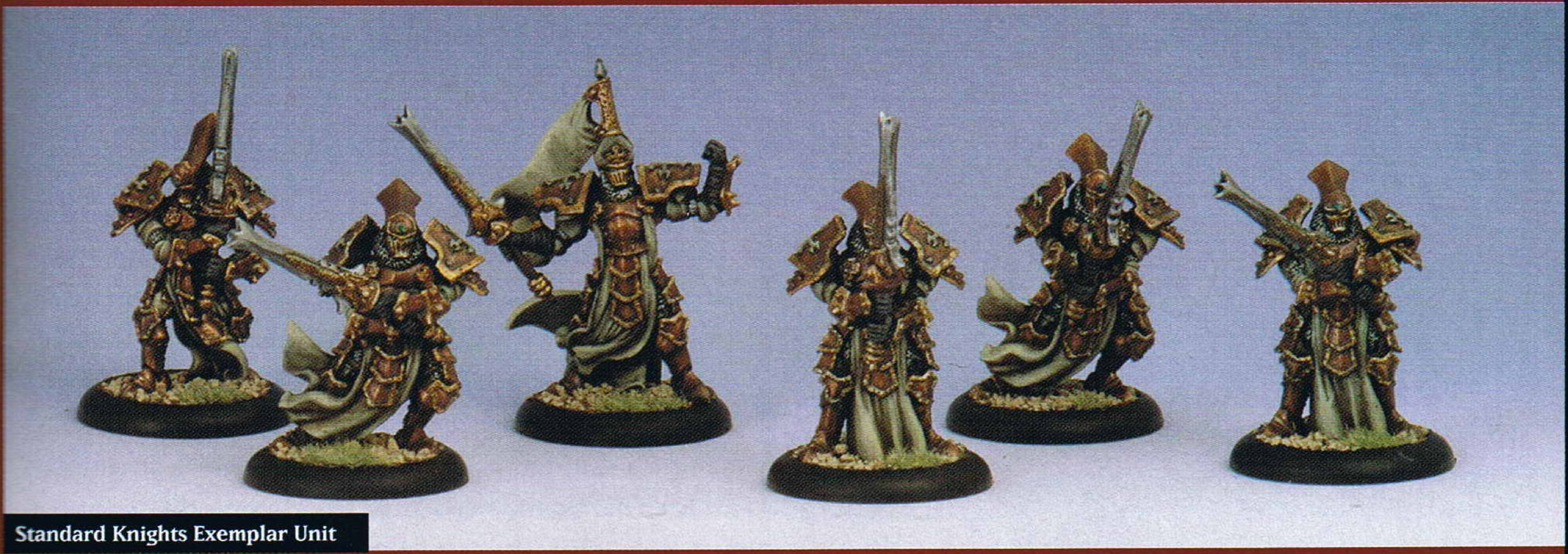
Of course, the urge to field an entire army of elite warriors such as Exemplar lends itself well to the ideal of making each and every model unique, which would involve converting the existing Exemplar models. Normally this would include hours upon hours of sawing, filing, re-sculpting, and many other time consuming endeavors. However, after the examination of all the pieces, we realized that the Exemplar are a 'ready to go' exception to this rule. The bulk of the army was constructed using two boxes of Exemplar Knights, two boxes of Exemplars Errant, and some additional Epic Kreoss back banners.



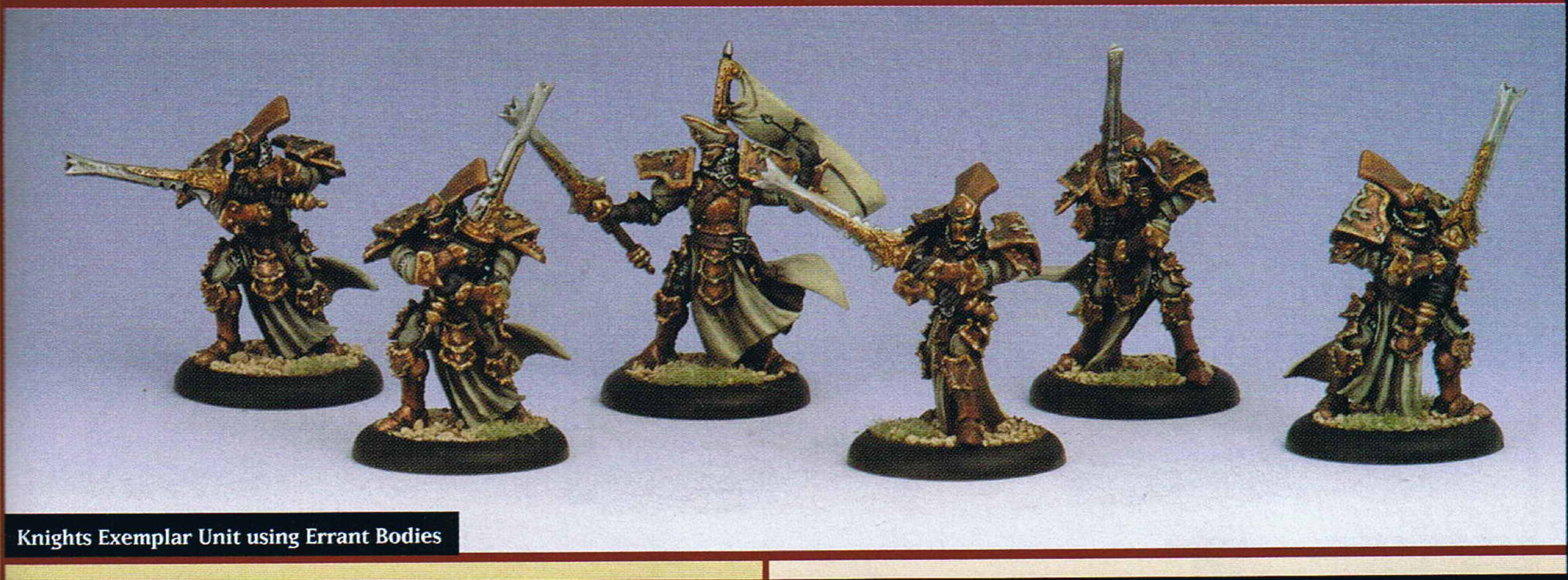


We started by building a standard six-model unit of Knights Exemplar. Utilizing a combination of bodies and arms, we created six unique individual models for the unit. All the pieces for the first unit came straight out of the Exemplar Knights box, except for one back banner. As the leader, the Warder deserved a little more glory than the rest of the unit and a single extra back banner from Epic Kreoss was added, taking care to position the banner so that it would flow in the same direction as the rest of the cloth on the model. This piece made a great addition to his battle attire and helps to quickly identify him during games. The Epic Kreoss back banners on unit leaders was one of the themes that we wanted to carry throughout the entire army and they turned out great!

Once the standard unit was complete, we moved on to the

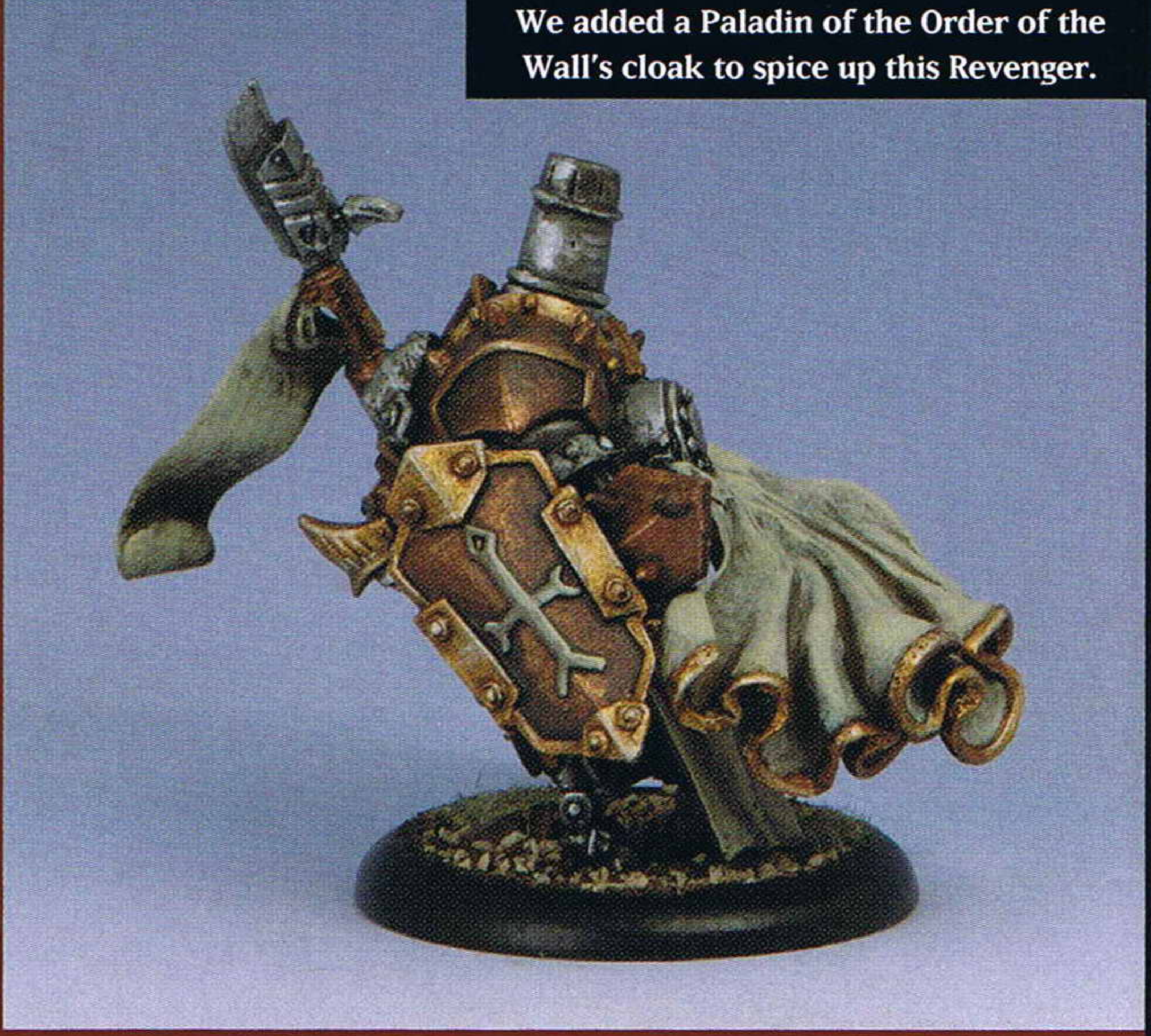


Standard Knights Exemplar Unit



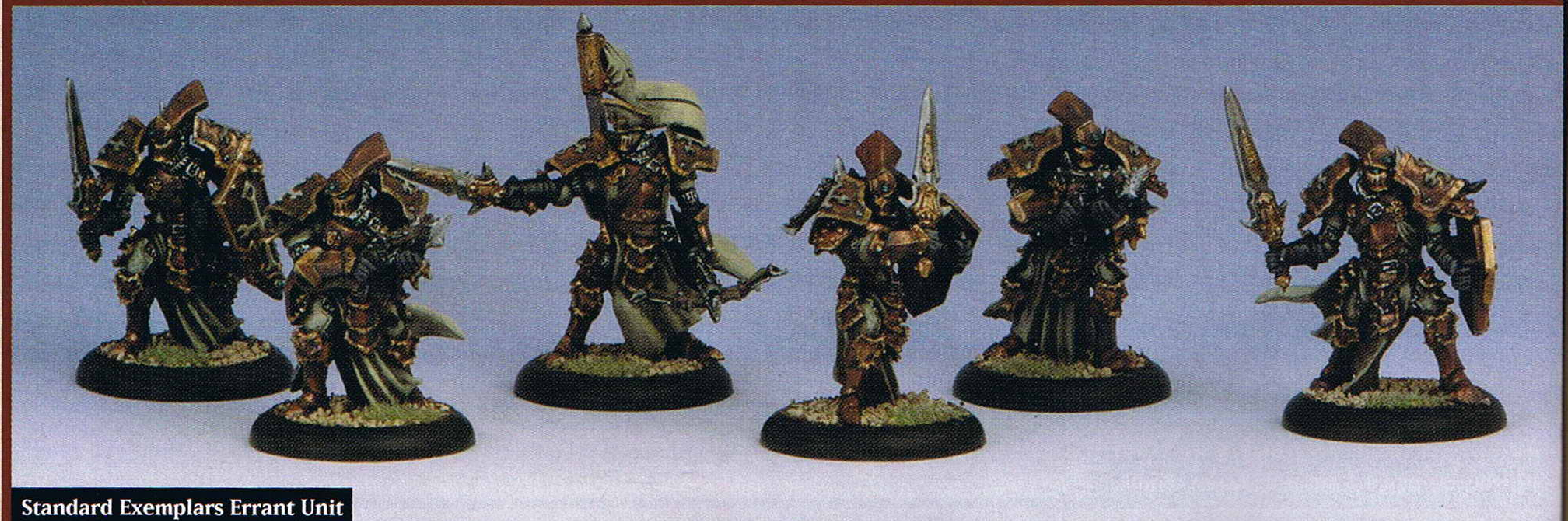
Knights Exemplar Unit using Errant Bodies second. Now it would normally be extremely hard to make two different units of Exemplar Knights without repeating a combination of bodies and arms. That's where the first box of Exemplars Errant comes in. We took all the Errant bodies from the first box and combined those with Knights Exemplar arms to create a second unit of unique Knights Exemplar. We kept the first unit close to ensure that we wouldn't duplicate any pose. As a bonus, the leftover pieces of the Errant models get recycled later on!

With two units out of the way, it seemed like a perfect time to be rewarded by working on the two seneschals. We constructed the first seneschal in the normal fashion, while the second would have a few minor alterations to the arms. By clipping the shoulders of the second seneschal at different angles, the arms attached with a significantly altered look.

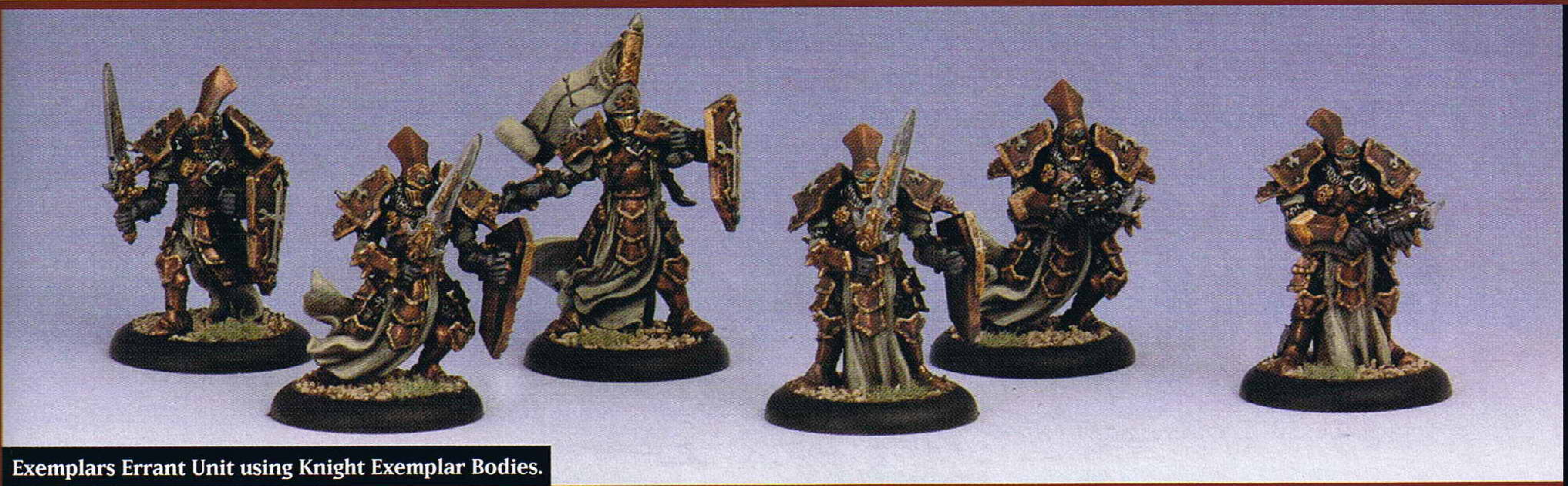


We added a Paladin of the Order of the Wall's cloak to spice up this Revenger.

The battlegroup—Epic Kreoss and his two Revengers—come next. Because he's such an amazing model already, we Epic Kreoss constructed normally. The Revengers would need a small amount of work. Most warjacks lack an abundance of flowing cloth, which is the dominant theme of the entire Exemplar army. This theme needed to translate to the warjacks just as much as any other pieces of the army. To help accomplish this, pieces of front cloth from the Avatar of



Standard Exemplars Errant Unit



Exemplars Errant Unit using Knight Exemplar Bodies.

Menoth were added in the back of each Revenger. We took their halberds and added a clipped back banner for Epic Kreoss in between the shaft of the weapon and its blade. This made the weapons seem more ornamental and tied them to everything else. With the halberds altered and some extra cloth added in the back, only one thing was missing—individuality for each model. The Revengers were too similar and a minor pose change with the arms wasn't going to be sufficient this time. It needed something else. This is where the cloak from a Paladin of the Order of the Wall came in. Utilizing a small amount of green stuff, we affixed the cloak right under the boiler of one of the Revengers, which added a great deal of motion and feeling to the model, plus tying in with the theme of the army.

The majority of the army was constructed and awaiting the fine touch of a brush, leaving just two units to complete. The first involved a basic unit of Exemplars Errant, using all the normal pieces with a variety of crossbows, swords, and shields to differentiate each model. The six bodies from the second Exemplar Knights box and the arms from the Errant box were used to make our second unit of Knights. Before combining all of these parts to create another unique looking unit, we realized the Knights were missing the Errant straps to sling their shields and crossbows, so we quickly added these to each model.

To make the buckles, start by mixing up some green stuff. Remove a small piece of putty and use a flat surface to roll it into a spaghetti-like strand a couple inches in length. Try to roll the putty so it's the same thickness throughout. Since it is best to let the putty harden a bit after each step, you may have better results if you move from one model to the next before going onto the next step. Drape the roll diagonally across the Knight's chest. The next step is to use a bladed sculpting tool ormodeling knife to flatten the roll into a strap. Attach the two ends of the roll under the arm and remove any excess.

The second stage is to add the buckle to your strap. Roll another very thin strand of putty to about 1/8" thickness and 1" in length. Using a needle tool, apply the putty to the strap so that the center of the roll overlaps the strap with excess on either end. Take the excess on one side and bend it 90 degrees, then trim it to the length you want the buckle. Bend the other piece of excess so that it makes the other two sides of the buckle and trim off the excess. Lastly, use a bit of the excess you just trimmed to make the pin in the center of the buckle. To add some extra detail, use your needle tool to poke indentations for belt notches and flatten one half of the strap some more with your blade tool to create the belt tongue.

With the straps and buckles done, body and arm combinations came easily. As before, we kept the first unit close for reference to eliminate duplication. With each of the available models unique, the conversions come to an end. However, the crusade is not finished. Be assured, once the Exemplar Vengers are released, we intend to add a full unit once we complete the backbone of the army. Even with this addition, the crusade should still remain under 750 points.

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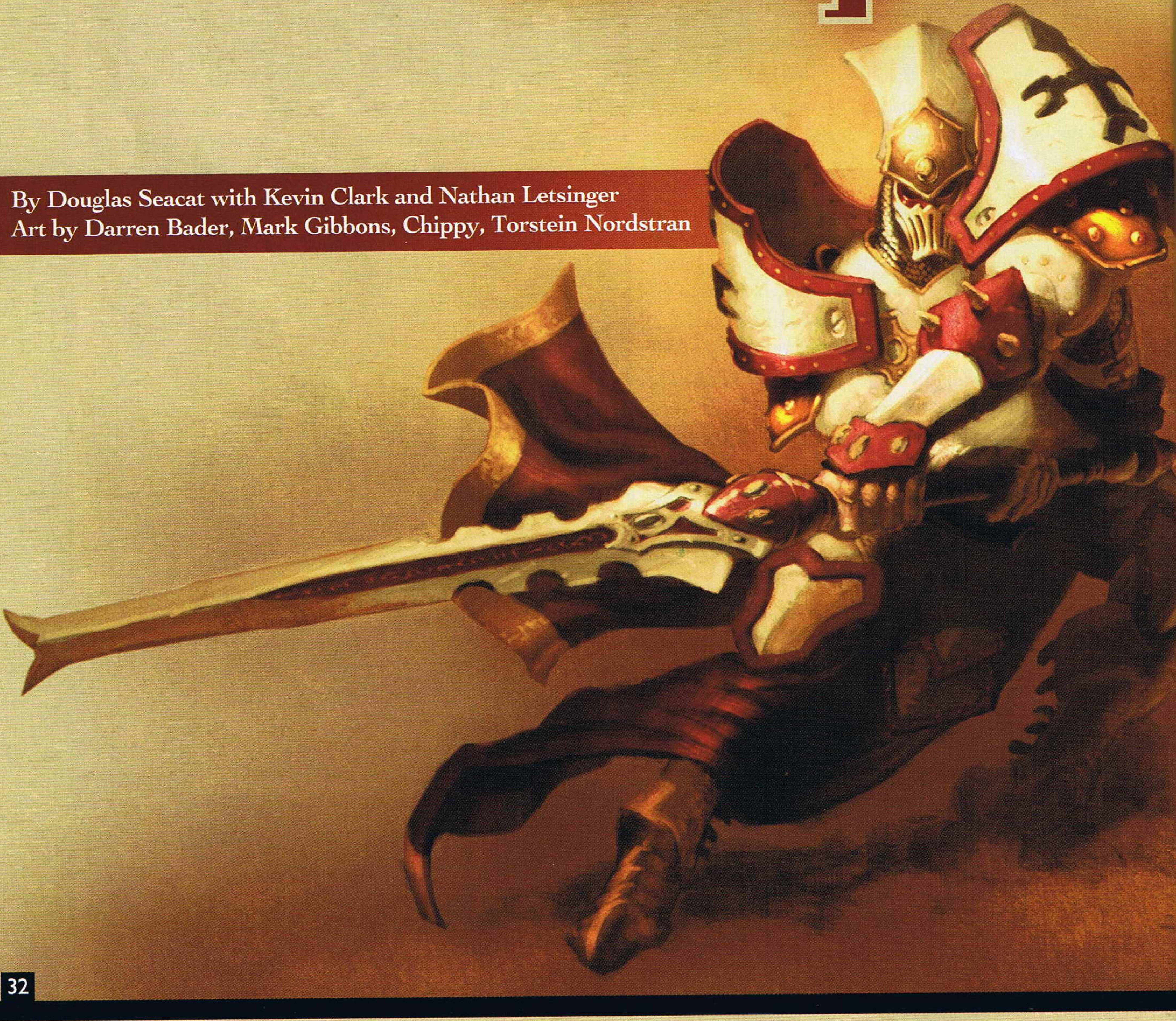
Protectors of the Temple

By Douglas Seacat with Kevin Clark and Nathan Letsinger
Art by Darren Bader, Mark Gibbons, Chippy, Torstein Nordstran



The Temple of Menoth represents the most ancient organized religion in the Iron Kingdoms. Foremost among its protectors are the scrutators and knights exemplar, those who will do anything in their power to preserve the faith. The Scrutators have risen to become the leading caste of priests among the Sul-Menites of the Protectorate of Menoth, and they rely on the Knights Exemplar to serve as their arm and sword against heretics and unbelievers.

Both of these classes are invaluable for GMs and players running Menite themed campaigns. Exemplars and scrutators make for excellent antagonists or flavorful PCs in any Iron Kingdoms campaign. Defend the besieged city of Sul, fighting in the streets to push out Cygnaran invaders, or join the Khadoran Old Faith adventuring abroad to further the cause.

KNIGHT EXEMPLAR

We chased the heretic deep into the sands. Though clad in heavy armor, our horses panting for respite beneath us, we refused to abandon our quarry. As my four brothers and I entered that rocky defile, we were set upon. Godless filth erupted from all sides, screaming incoherent cries. They were debased creatures, covered in ritual scars, and smelled of dung and sweat. Outnumbered though we were, my brothers and I acted as one, laying about with our blades and blinding them with righteousness. I called upon Menoth to silence their heathen shaman, interrupting his guttural curse, and let my relic blade bite flesh. To my left Exemplar Dervel fell, dragged from his horse and hammered with blows. This fueled my anger and determination, and all weariness fled my body in a burst of righteous wrath.

None lived who raised weapon against us, except the Idrian collaborator we had chased. He wept for mercy, which was not mine to give. We sent him to Tower Judgement to try his lies on the scrutators. Exemplar Dervel was borne home to Sul and buried with the honor due him as a hero of the faith.

—Senior Seneschal Pelon Sermoth,
Knights Exemplar of Sul

DESCRIPTION

Knights Exemplar are militant fanatics, each loyal to his religion and the priests of his god above all else. They are required to follow an unbending code of behavior, which requires absolute dedication. An exemplar is willing to sacrifice his life in the cause of preserving the temple and meting out justice. They only arise in religions where law and order are more important than questions of good or evil.

Exemplars bear similarities to paladins and in some faiths the two classes are complementary, but show significant philosophical differences. Exemplars focus on bringing criminals to justice, serving as the strong arm of the clergy, and taking battles of the faith abroad on foreign soil. Some exemplars are mounted knights and they are comfortable fighting from horseback.

Commoners dwelling in areas patrolled by knights exemplar view them with awe and, sometimes, fear. They are rumored to be able to read minds, to hear the false sound of lies, and to smell the taint of heresy. On the battlefield they are elite combatants, respected for their zealous solidarity and holy powers.

Adventurers: While most exemplars serve as soldiers of the faith, priests sometimes select exceptional knights for missions and grant them greater than normal discretion. Adventuring knights, sometimes called "Knights Errant," are involved in missions abroad, always working under orders, but sometimes obeying loosely defined long-term objectives.

Alignment: All exemplars are lawful neutral. Those who fail to retain lawful neutral alignment lose all supernatural and spell-like powers.

Knights Exemplar in the Iron Kingdoms

All knights exemplar in the Iron Kingdoms are human worshippers of Menoth. Most reside in the Protectorate and serve its theocracy, but they exist in smaller numbers among Khadoran Menite communities of the Old Faith.

Exemplars of the Protectorate of Menoth are the esteemed knights of the Temple, protectors of the faith acting as the sword of righteousness. They outnumber paladins and are the preferred martial servants of the leading scrutators. These knights comprise an elite segment of the Protectorate military. Before Voyle's initiation of the Order of the Fist, they assisted in policing the populace and punishing lawbreakers. While other groups took over this role, they retain certain powers useful for rooting out heretics.

Among the Old Faith of Khador, exemplars are rare and play a less central role in temple affairs. In communities with a scrutator, exemplars serve as his protectors and agents, enforcing temple law among the faithful. Exemplars are trusted with tasks requiring ruthlessness and unquestioning obedience.

Exemplars are initiated in a ceremony overseen by one or more priests, including a ranking scrutator. The initiate must make solemn oaths offering his life in the service of Menoth. The initiate is blindfolded for a day and a night to symbolize the death of his old self and the birth of the new. All family allegiances and inheritances are stripped away. From this point forward, an exemplar's only allegiance is to the Temple of Menoth and the Canon of the True Law.

GAME RULE INFORMATION

Abilities: Exemplars are a martial class and therefore Strength and Constitution are important. Wisdom affects the exemplar's abilities to smite heretics and receive divine protection.

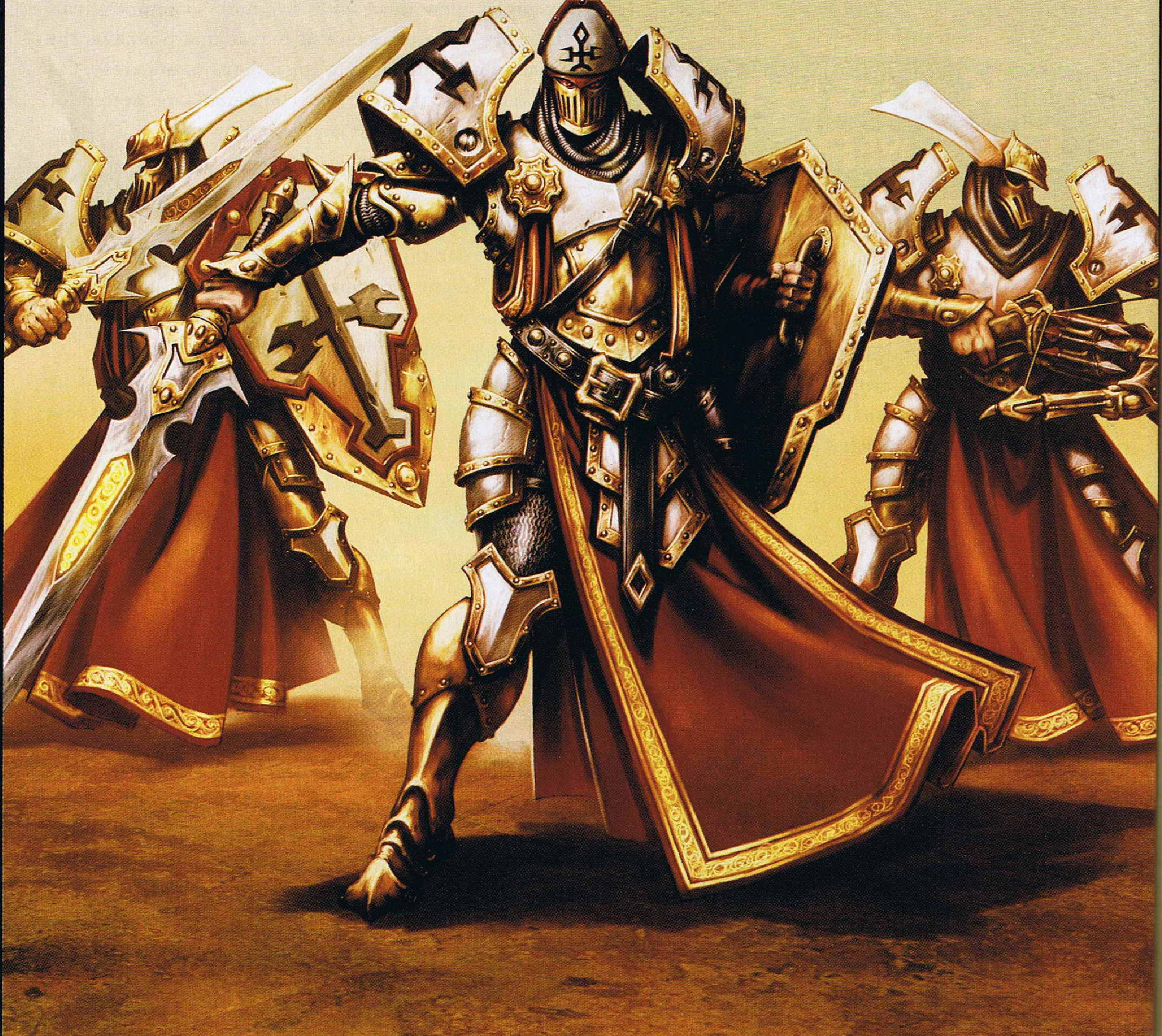
Hit Die: D10

Class Skills:

The Exemplar Knight's class skills (and the key ability for each) are: Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis)

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.



KNIGHT EXEMPLAR TABLE

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Smite Heretic
2	+2	+0	+0	+3	Divine Warding, Bonus Feat
3	+3	+1	+1	+3	Aura of the Iron Mind, Command 1x/day
4	+4	+1	+1	+4	Detect Thoughts 1/day
5	+5	+1	+1	+4	Zeal of Brotherhood (+4 maximum)
6	+6/+1	+2	+2	+5	Anathematize1x/day
7	+7/+2	+2	+2	+5	Detect Thoughts 2/day, Bonus Feat
8	+8/+3	+2	+2	+6	Zeal of Brotherhood (+6 maximum)
9	+9/+4	+3	+3	+6	Dispel Magic 1x/day
10	+10/+5	+3	+3	+7	Detect Thoughts 3/day
11	+11/+6/+1	+3	+3	+7	Zeal of Brotherhood (+8 maximum)
12	+12/+7/+2	+4	+4	+8	Bonus Feat, Mark of Justice 1x/day
13	+13/+8/+3	+4	+4	+8	Detect Thoughts 4/day
14	+14/+9/+4	+4	+4	+9	Zeal of Brotherhood (+10 maximum)
15	+15/+10/+5	+5	+5	+9	Greater Command 1x/day
16	+16/+11/+6/+1	+5	+5	+10	Detect Thoughts 5/day
17	+17/+12/+7/+2	+5	+5	+10	Bonus Feat, Zeal of Brotherhood (+12 maximum)
18	+18/+13/+8/+3	+6	+6	+11	Greater Dispel Magic 1x/day
19	+19/+14/+9/+4	+6	+6	+11	
20	+20/+15/+10/+5	+6	+6	+12	Zeal of Brotherhood (+14 maximum)

Class Features

All of the following are features of the Exemplar Knight class:

Weapon and Armor Proficiency: Exemplars are proficient with all simple and martial weapons, with heavy, medium and light armor, and with shields (except tower shields).

RELIC BLADES

Exotic Weapon One-Handed Melee Weapon	Cost	Dmg (M)	Critical	Weight	Type
Relic Blade	*375 gp	1d10	19-20/x2	7 lbs	Slashing

Relic blades are sacred swords blessed by the clergy and inscribed in prayer runes. Relic blades are too large to be wielded in one hand without special training; thus it is an exotic weapon. A character could wield a relic blade in two hands as a martial weapon. True relic blades are not bestowed on every knight and must be earned—generally by 2nd or 3rd level. Inexperienced knights wield an unadorned sword of similar design until earning a true relic blade.

True relic blades are masterwork quality. Particularly potent relic blades are blessed with holy enchantments and could possess additional abilities in the hands of a Knight Exemplar. Knights Exemplar are expected to preserve their relic blade, and suffer shameful dishonor if it is lost or broken.

**Relic blades are never sold nor can they ordinarily be purchased. Cost indicates the base value of a masterwork relic blade. Value to collectors varies, but owning such a blade incurs the animosity of any Menites who recognize its nature.*

Smite Heretic: (Su) Starting at 1st level, the exemplar may attempt to smite a foe who worships a faith other than his own with a single normal melee attack, once per day. He adds his Wisdom modifier (if positive) to his attack roll and deals 1 extra point of damage per exemplar level. If the exemplar tries to smite a creature which shares his faith or which is incapable of religious faith, the smite has no effect but is used up for the day.

At 5th level and every five levels thereafter, the exemplar may smite heretics one additional time per day to a maximum of five times per day at 20th level.

Divine Warding (Ex): At 2nd level, exemplars can apply their Wisdom modifier (if positive) as a bonus to Fortitude and Reflex saves.

Bonus Feats: At 2nd level and every five levels thereafter, the exemplar gets a bonus combat-oriented feat. These feats must be selected from the following: Cleave, Exotic Weapon Proficiency (relic blade only), Great Cleave, Improved Sunder, Improved Two Weapon Fighting, Mounted Combat, Ride-By Attack, Point Blank Shot, Spirited Charge, Trample, Weapon Focus, Weapon Specialization (relic blade only), Two Weapon Fighting. The exemplar must still meet all the prerequisites for the bonus feat.

Command (Sp): At 3rd level the exemplar can produce a command effect, as the spell, once per day. At 15th level this becomes greater command, as the spell, once per day. For the purpose of spell-like abilities, the exemplar's caster level is considered half his exemplar level.

Zeal of Brotherhood (Su): Starting at 3rd level, exemplars are inspired with holy zeal and rage when comrades fall in battle. To gain the benefits of this ability, the exemplar must join in an oath of brotherhood with peers. This typically involves fellow exemplars, but can include non-exemplars so long as they are practicing Menites. This oath requires an all-night vigil at a temple by all the participants, supervised by a priest, during which the exemplar must sacrifice 200 XP per participant. This bond is permanent unless the faith of a participant changes.

Whenever a member of this brotherhood dies, falls unconscious, or becomes otherwise incapacitated within 100 feet of the exemplar, he gains a cumulative +2 Strength and +2 Constitution, lasting for the duration of the encounter. The maximum benefit at 5th level is +4, increasing by +2 every three levels to a maximum of +14 at 20th level.

***Detect Thoughts* (Sp):** Starting at 4th level, once per day an exemplar can *detect thoughts* as the spell. This ability can be used more often as the exemplar advances in level, to a maximum of 5/day at 16th level.

Aura of the Iron Mind (Su): Beginning at 5th level, exemplars become immune to charms, geas, domination, suggestion (magical or otherwise), and fear effects. Allies within 10 feet of an exemplar gain a +4 divine bonus to saving throws versus these spell effects.

Anathematize (Sp): At 6th level the exemplar can invoke the wrath of Menoth on those deemed unworthy. On a successful melee touch attack, the target must make a Will save (DC 10 + 1/2 exemplar level + wisdom modifier) or permanently become deaf and blind.

***Dispel Magic* (Sp):** At 9th level, the exemplar can produce a *dispel magic* effect, as the spell, once per day. At 18th level this ability becomes greater *dispel magic*, as the spell, once per day.

***Mark of Justice* (Sp):** At 12th level the exemplar can produce a *mark of justice* effect, as the spell, once per day.

Code of Conduct: An exemplar must be lawful neutral and loses all supernatural and spell-like class abilities if his alignment changes from lawful neutral. Additionally, the code requires the exemplar to obey orders of temple superiors. An exemplar following orders is absolved of moral responsibility for those acts; consequently these acts have no effect on the exemplar's alignment. In most circumstances, exemplars have little leeway in interpreting orders, disobeying only in very clear instances of a superior asking them to act against the temple. Only personal choices made by the exemplar outside the scope of orders affects alignment.

By their code, exemplars seek out and punish lawbreakers and heretics, bringing them to justice, or death if they resist. They do not easily suffer the company of those with non-lawful dispositions. Exemplars are forbidden to raise arms against members of their temple (including clerics, fellow exemplars, paladins, scrutators, reclaimers, and monks), unless specifically ordered by a high-ranking temple priest (sovereign or higher rank). Any act against the code causes an exemplar to lose all supernatural or spell-like class abilities until they have attonement cast on them.

Associates: Exemplars prefer the company of those belonging to their faith, but may cooperate with others in the service of the faith. They will not voluntarily continue any association with those they believe worship a chaotic god. They may accept only henchmen, followers, or cohorts who are both of the same religion and of lawful alignment.

SCRUTATOR
(NPC PRESTIGE CLASS)

Some of my brothers resent and fear the scrutators — they keep secret councils in their dark tower of the Hierarch's palace. I am grateful to them, they who hold themselves to a harsher standard, embracing darkness to strengthen the faith. They liberate us to focus on the tasks at hand, and obedience to the True Law. Interpreting divine will is an awesome and fearsome task, and I do not begrudge them. They know Menoth's wrath may strike should they fail him. I am happy to keep my place as a lowly priest. Not for me the iron mask, the dagger of sacrifice, or the terrible responsibilities of that dread station!

—Sovereign Jaarvon Pilodin, priest of Menoth, Sul

DESCRIPTION

The scrutators are a priestly prestige class who conduct the more unpleasant, but necessary, tasks of a highly lawful theocracy, all in the name of preservation of the faith. Scrutators do not relish their position, but consider it part of the burden of religious leadership, shouldering this weight to save their peers from the need to make difficult decisions.

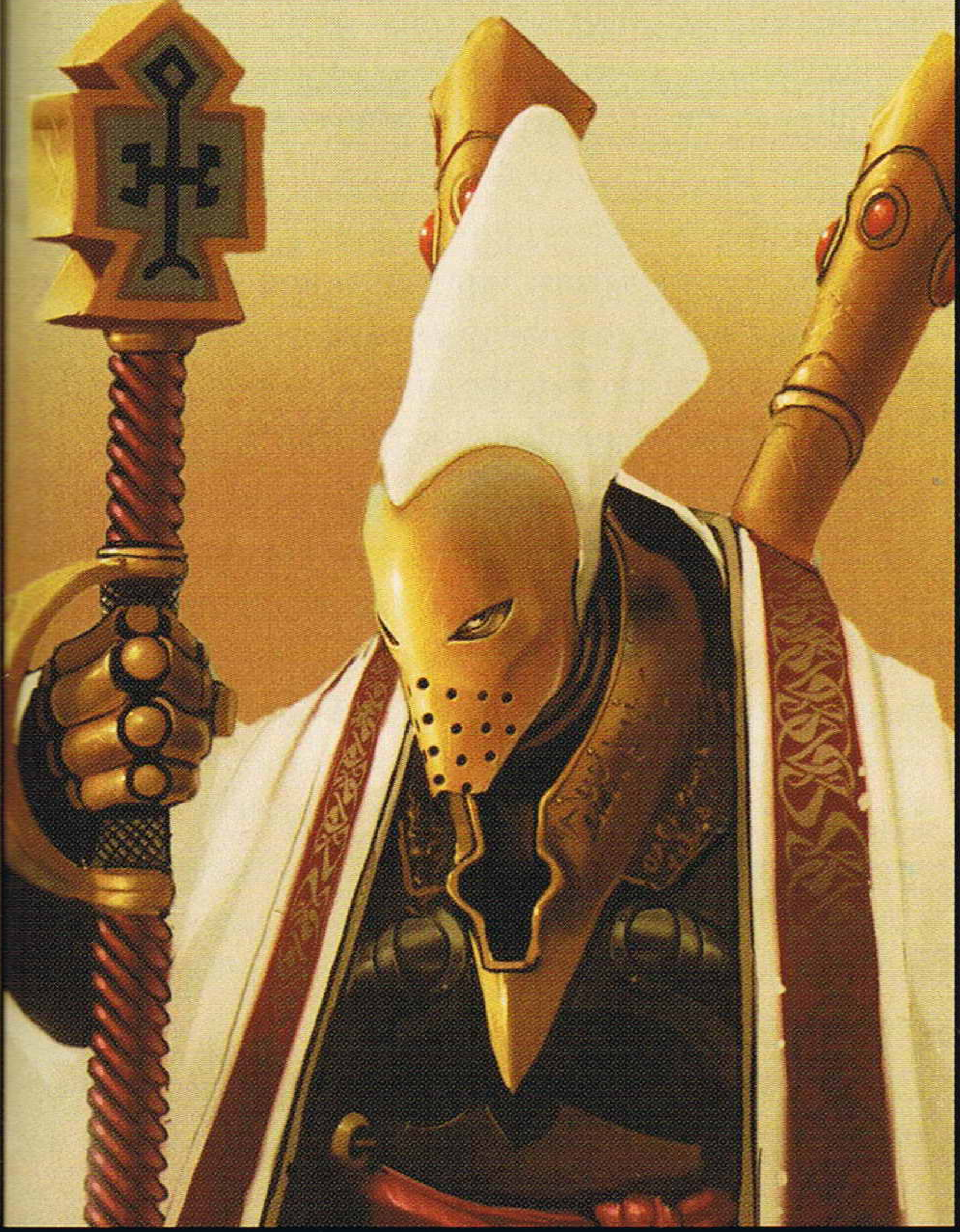
Scrutators place no intrinsic value on life, compassion, or mercy. Coercion, murder, and torture are essential tools of their caste. Their goals are to increase the strength and power of their Temple, to destroy all enemies of their faith, and to ensure obedience and loyalty of their followers. Scrutators have a special responsibility, handling obstacles and distractions which would otherwise impede the clergy.

Becoming a scrutator is difficult, requiring years of devoted service. Nearly all are former clergy. Scrutator initiates undergo an isolated six month training process, immersing themselves in higher lore, intense focused meditation, and learning the duties and role of their caste.

SCRUTATORS IN THE IRON KINGDOMS

Although scrutators are identified with the Protectorate of Menoth, they are an ancient order dating back to the early days of the faith. Their exact function and powers have changed over time. Originally, there was a single scrutator for each Menite community, serving as executioners and torturers for the local temple. Shunned and feared by the populace, they were isolated from regular priests. Only scrutators could conduct the special rite of sacrificing traitors to the faith on an altar of Menoth. In Khador and other regions with Menite communities, the scrutator still serves this traditional solitary role.

Within the Protectorate of Menoth, scrutators are much more important. They are the unquestioned leaders of the Temple and given tremendous responsibility. The citizens of the Protectorate are terrified of the iron-masked scrutators and obey them without question.



GAME RULE INFORMATION

Hit Die: d8

Note: Scrutators can multiclass as clerics without penalty. However, they never regain the ability to turn/rebuke undead or spontaneously cast inflict spells once receiving the Manifestation of the True Law ability.

Requirements

To qualify to become a scrutator, a character must fulfill all the following criteria.

Alignment: Lawful evil.

Religion: Worship a lawful neutral or lawful evil deity.

Skills: Concentration 7 ranks, Intimidate 5 ranks, Knowledge (Religion) 9 ranks.

Feats: Iron Will, Leadership.

Magic: Must be able to cast divine spells of at least 3rd-level.

Special: Must have performed noteworthy deeds for the faith, and have a ranking scrutator mentor (Senior Scrutator or higher). It requires years of effort for a priest to be elevated to scrutator.

Class Skills

The scrutator's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (Arcana, Anatomy, Religion) (Int), Profession (Torturer) (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis).

Skill Points at Each Level: 3 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiencies: Scrutators retain the same weapon and armor proficiencies of their original class and do not gain any by becoming a scrutator. Most scrutators are equipped with the Stave of Authority (IKCG, p. 175, 192).

Spells per Day: A scrutator gains new spells per day as if he had gained a level in the divine spellcasting class he belonged to before entering this prestige class. He does not gain any other benefits of a member of that class. If the character had more than one divine spellcasting class before becoming a scrutator, he must decide to which he adds the new level in order to determine spells per day and caster level.

Torture Training (Ex): During the six-month training to become a scrutator, priests are given exhaustive training in anatomy and are taught techniques of torturing and interrogating captives. This provides 4 skill points, which must be spent on Profession (Torturer). For every level of scrutator gained, an additional point is received which must be spent on this skill.

Profession (Torturer) (Wis; Trained Only)

This skill encompasses a broad variety of techniques to interrogate a helpless target, applying pressure, both psychological and physical, to force them to speak and answer questions. This skill does not always force a target to tell the truth, only to volunteer information. Other skills are utilized to determine veracity. Normal use of this skill requires a target to be helpless and access to specialized tools and equipment.

Check

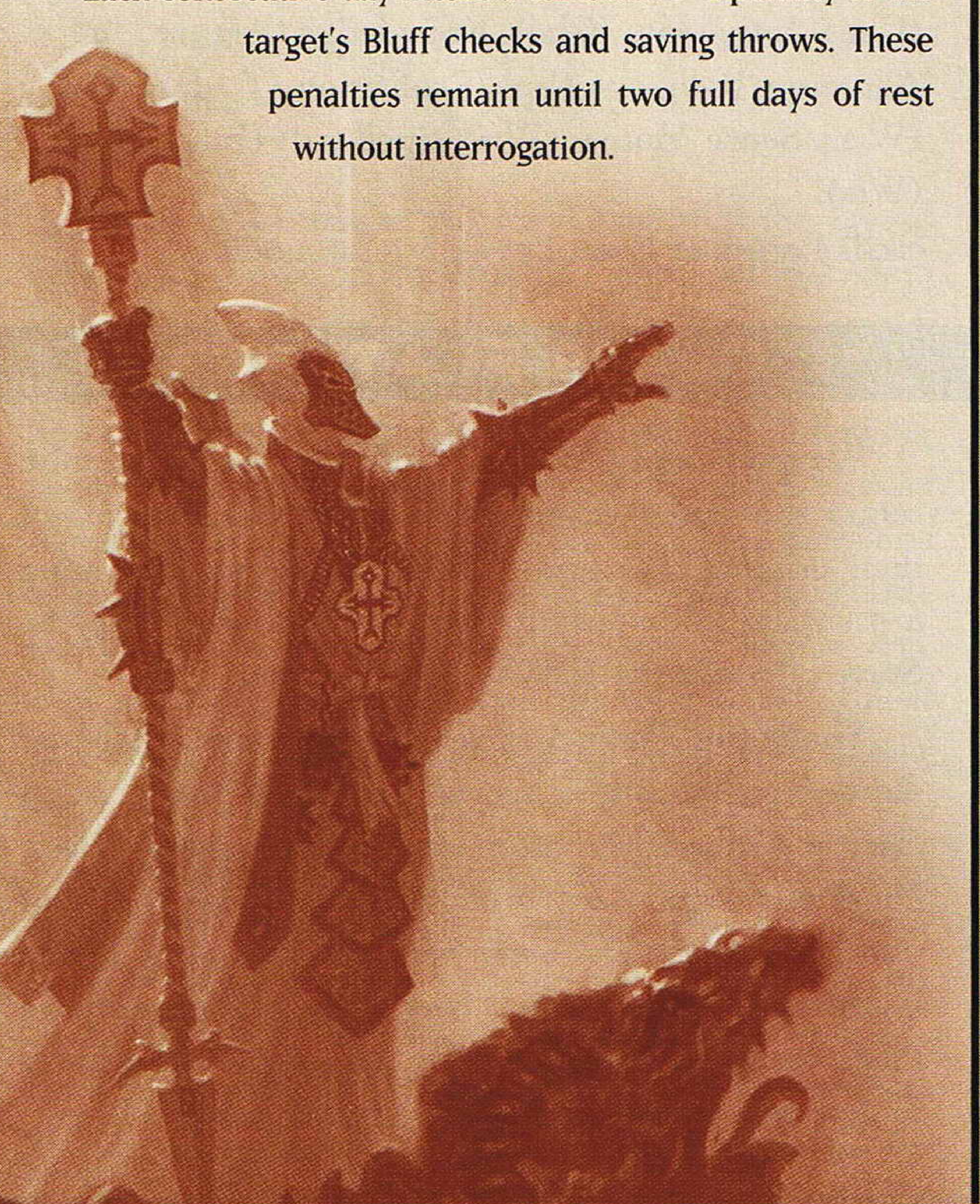
A successful check (determined identically to Intimidation, but using the Profession skill check result) indicates the target must talk or make a Will save (DC equal to the Profession (Torturer) skill check result) to stay silent. Every day the target is under interrogation, he must make a Fortitude save (DC 5) or die. Failing the Profession check by 10 or more indicates dangerous injury to the target and knocking him unconscious; this increases the Fortitude save DC to avoid death by 2.

Action

A check represents a full day of interrogation.

Try Again

Each consecutive day incurs a cumulative -2 penalty to the target's Bluff checks and saving throws. These penalties remain until two full days of rest without interrogation.



Special

Along with its use to interrogate specific prisoners, Profession (Torturer) can be used in place of Gather Information checks to gain general information about an area, given a ready supply of captives. Knowledge (Anatomy) 5 provides a +2 synergy bonus, Intimidation or Diplomacy 5 provide a single +2 synergy bonus, and Sense Motive 5 provides a +2 synergy bonus. These synergy bonuses are cumulative (except Diplomacy is not cumulative with Intimidation).

Untrained

Without this skill, interrogations are handled by Intimidation skill checks.

Manifestation of the True Law (Su): At 1st level the scrutator loses any former ability to rebuke undead and to cast spontaneous inflict spells. Instead, they can manifest the power of their god to reinforce their authority. They may attempt to manifest the True Law a number of times per day equal to 3 + the scrutator's charisma modifier.

Manifesting the True Law upon same faith worshipers uses the same roll as rebuking undead, applied against the total HD of the faithful. If successful, the scrutator can suggest a course of activity (limited to a few sentences), which must be obeyed by individuals hearing the suggestion up to the hit die indicated by the roll. This supernatural compulsion lasts for 1 hour/caster level or until the task is completed. If the task is not completed by the end of this time, the compulsion fades, and the faithful can choose whether or not to continue the action. If this suggestion puts a recipient's life in peril they may make a Will save (DC 12 + scrutator's Wis or Cha modifier, whichever is higher) to break the compulsion. While under the compulsion, recipients receive a +1 morale bonus to saving throws against fear effects and enchantment spells. One use of this ability can automatically remove fear or similar effects from the faithful, up to the total HD as indicated by the manifestation roll check.

This power can cause great pain to worshipers of the Devourer, or certain supernatural creatures such as the Tharn or Warpwolves. As an attack, this power can only be attempted on a single individual, but a successful turn/rebuke check against the target's HD afflicts the victim with wracking doubts and mental anguish unless they make a Will save (DC 14 + scrutator's Wis or Cha modifier, whichever is higher). Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute/class level.

Extra Domain (Su): At 2nd level a scrutator gains either the Destruction or the Evil domain. This is in addition to

SCRUTATOR

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Torture Training, Manifestationof the True Law	+1 level of existing class
2nd	+1	+0	+0	+3	Witch Hound, Extra Domain	+1 level of existing class
3rd	+2	+1	+1	+3	Detect Thoughts 1x/day	+1 level of existing class
4th	+3	+1	+1	+4	Discern Lies 1x/day	+1 level of existing class
5th	+3	+1	+1	+4	Burden of Atonement	+1 level of existing class
6th	+4	+2	+2	+5		+1 level of existing class
7th	+5	+2	+2	+5	Aura of Obedience	+1 level of existing class
8th	+6	+2	+2	+6		+1 level of existing class
9th	+6	+3	+3	+6		+1 level of existing class
10th	+7	+3	+3	+7	Dictate of the Lawgiver	+1 level of existing class

any preexisting domains, and includes the granted power of that domain.

Witch Hound (Ex): At 2nd level the scrutator receives Witch Hound as a bonus feat (see IKCG, pg. 167) regardless of whether they qualify for the prerequisites.

Detect Thoughts (Sp): At 3rd level, a scrutator can detect thoughts as per the spell. This ability can be used once per day, and an additional 1x per day at every other scrutator level to a maximum of 4x/day at 9th level.

Discern Lies (Sp): At 3rd level, the scrutator can cast discern lies as the spell. This ability can be used once per day, and an additional 1x per day at every other scrutator level to a maximum of 4x/day at 9th level.

Burden of Atonement (Su): At 5th level the scrutator gains the ability, once per day, to attempt to erase the memory of any deed from the mind of a subject. This is commonly done to ease the minds of subordinates tasked to perform unpleasant tasks, but can also remove memories of tasks the scrutator would prefer be kept secret. If the subject is willing, the scrutator offers a benediction and accepts the consequences for the actions, which are then forgotten by the target. When performing the benediction, the scrutator experiences the deed as if they was present and been the one acting. For example, a scrutator performing a Burden of Atonement on a man who was forced to kill his heretic wife would remember it as if he had killed her instead, while the man in question would completely forget his involvement. This power can be also be used on heretics as a very effective means of interrogation. When used on unwilling subjects, they must make a Will save (DC 15 + scrutator's Wis and Cha modifier, whichever is higher) or the scrutator learns the information desired, while the target forgets it completely.

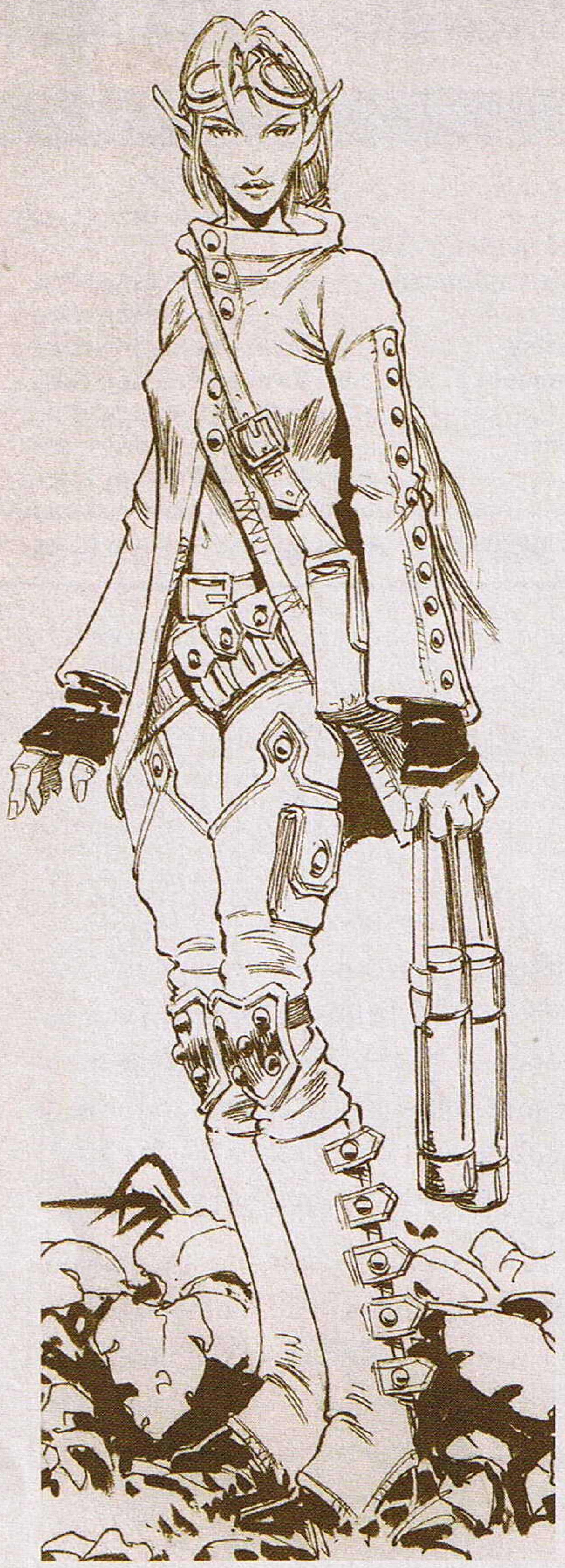
Memory loss caused by a single application of Burden of Atonement cannot exceed two hours per application. Memories lost by Burden of Atonement can only be regained by greater restoration.

Aura of Obedience (Su): At 7th level the scrutator gains the ability, once per day, to project an aura of awe and might which makes them seem even more imposing. This power bestows a +2 divine bonus to intimidation, diplomacy, and other social skill checks as deemed applicable to the DM. This also makes it impossible for individuals of 1 hit die or less to look directly at the scrutator (no save). Those of higher hit die will find it difficult to look at or target the scrutator unless they succeed a Will save (DC 10 + charisma modifier). This can be attempted once per encounter. The Aura of Obeisance lasts as long as concentration is maintained (DC 15); after concentration is broken it lasts 1 minute/class level. The scrutator can drop the aura as a free action.

Dictate of the Lawgiver (Su): At 10th level, once per week, the scrutator can attempt to command a person to perform deeds regardless of their willingness to do so; only one target can be subject to Dictate of the Lawgiver at the same time. This power requires the scrutator to speak with the target for ten uninterrupted minutes. The target must make a Will saving throw (DC 17 + scrutator's Wis or Cha modifier, whichever is higher) or be subject to the Dictate of the Lawgiver, as follows:

The scrutator can dictate the target to perform a single task, which they must perform as if under the influence of the geas/quest spell. While performing the task, the target looks on the scrutator who affected them as their unquestioned lord and master, akin to charm monster, and will perceive anything they say or do in the most favorable light. This can only be negated by the same means as the removal of geas/quest.

Code of Behavior: Scrutators must perform all actions in the cause of their faith. Scrutators are not at liberty to seek power for personal gratification. Scrutators found guilty of abusing authority or acts of treason against the Temple are wracked and ritually sacrificed.



THE PENDRAKE ENCOUNTERS

by Edrea Lloryrr (transcribed by F. Wesley Schneider)

GHOSTS OF THE PAST

Good Professor,

In the same manner that some beasts are born lame, I've come to find that some humans are born brave. I might imagine that you yourself claim this suspect distinction, and I mean no offense, for a hundred times over I've seen your tenacity tempered by wisdom and decisiveness. Rather, the brash daring of which I speak comes in the embodiment of one that—until recently—refused to be sent away, the lone survivor of my excursion into the Glimmerwood: one Alton Halstead.

I've already admitted my intention to return to my homeland and, after sending away my lone surviving student with my previous message, parted ways with the implacable trollkin of the Glimmerwood. Less than a half day after my departure, though, I found my student-come-messenger bumbling after, lured by thoughts of adventure. The resulting argument proved profitless, as did my assurances of arrow-riddled death upon entering my peoples' land. Thus, I found myself in the company of a deluded admirer who hung upon my every word while ignoring the most basic meaning of each.

As humans might recognize a specific city by its distinctive architecture, this morning the familiar sound of the wind, the sway of the trees, and the taste of the air belied our entrance into Ios. Cresting a wooded rise, we came upon a shallow depression, a lethargic brook winding its way through a vine-choked ravine. Again, I attempted in vain to deter Halstead from his likely to be suicidal choice in following me. I was half way down the slope before noticing the withered, lifeless quality of the vegetation surrounding me.

Stopping short, I turned to hush Halstead in his awkward tromping, only to see a grim black apparition looming behind. My jaw slack for but a moment, Halstead smirked and seemed about to make some quip, when the spectral thing flowed over him like a night tide. His body jerked as if struck by an electric charge, convulsing like a marionette. In a moment, he came back to himself, but his eyes where not his own—depthless and dead. Hunching in readiness and half prepared to bolt, I assured myself of my daggers' weight beneath my coat.

When next Halstead spoke, it was unfamiliar and unnatural, his mouth moving in deliberate, awkward contortions. More disturbingly, the words he spoke were in Iosan. "Outsiders are forbidden, young one," Halstead hissed in a voice that rang as much in my head as in my ears.

Switching to my native tongue, I sought to learn what I could of the apprentice scholar's condition. "You're the one who followed me. Remember?"

Halstead laughed terribly, a cracking, halting wheeze—a sound made by something that had long forgotten how to use a body's faculties. "Oh, but to follow you. There is naught but death here," moaned the thing that wasn't Halstead.

"What are you?" I ventured, a cold memory of dark rumors rising in my mind.

"I am but a memory of sinfulness—forsworn." Its words grew mournful. "Don't you hear the screams of all those orphans? Can't you see the fire in their eyes? They are all around me—forever!"

I knew the thing then and truly sympathized for my companion. This was a dark spirit of my peoples' past, an ancient Iosan priest, fallen from faith and crazed in betrayal. We know them as the 'riven'.

I'm as pious as any elf, but far from a warrior-saint. At that moment, my pity and fear were one. "I know your kind, wraith. Release the boy and pass on!"

"Pass on!" it laughed. "Pass on to what?! Empty Lyoss? There's nothing there if even I could venture beyond the fold!" Shouting it drew a knife from Halstead's waist with his own hand. "But you have passed. Passed into the world of these animals?" As it spoke it ran the flat of the blade along the side of Alton's face, a threat. "Take me there."

"Why?" I asked, not eager to make deals with the damned. In response, it twisted the blade and with a wet hiss ran its edge up the side of the helpless boy's face before I could cry out, "Fine! Fine! I'll lead you!"

The thing's only answer, a contorted blood-drenched smile, was terrible to behold.

I led the riven to small glade, unmarked, but which I knew to be the border of my homeland. The thing whispered as it followed, something that sounded like a prayer, repeated and meaningless, holding none of the commitment of faith. I halted when I heard the thing gasp, stumbling backward as if burned.

"This is the gate," it murmured, more to itself than to me. Focusing on me, a scant few steps across some barrier only it could perceive it made its demand, "Allow me to pass. Free me into the realm of savages and I'll return your beast to you."

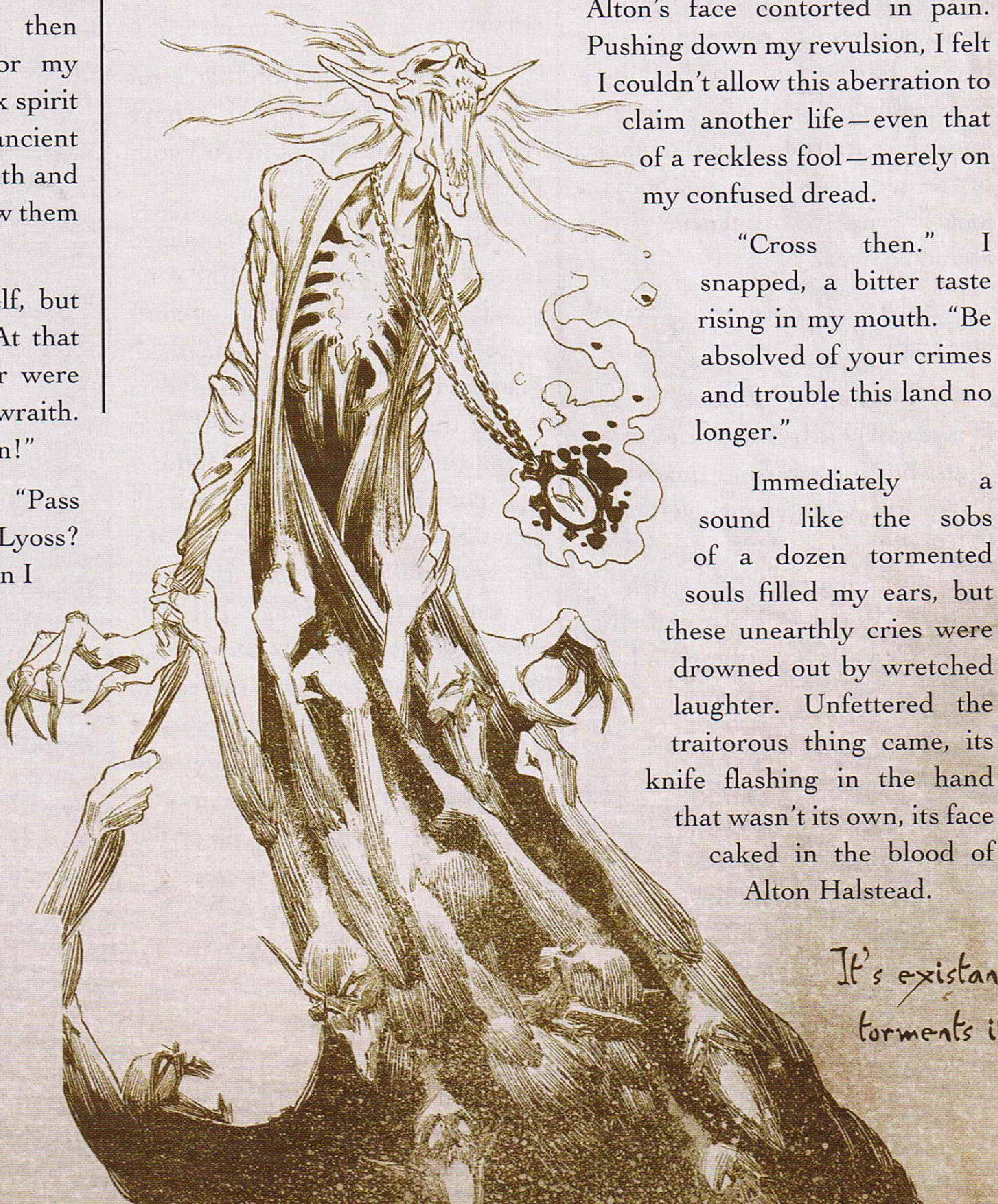
As evidenced by the riven's request, I recalled that these creatures cannot pass certain barriers without invitation, particularly the borders of our homeland. It howled at me, "Free me! Forgive my transgressions! Speak for your people and quiet the bleating of an age past!"

Something inside me sickened. More than the instinctual disgust I felt toward such an unnatural creature, this request seemed heresy, like a betrayal of my ancestors whose righteousness inflicted the riven with its curse.

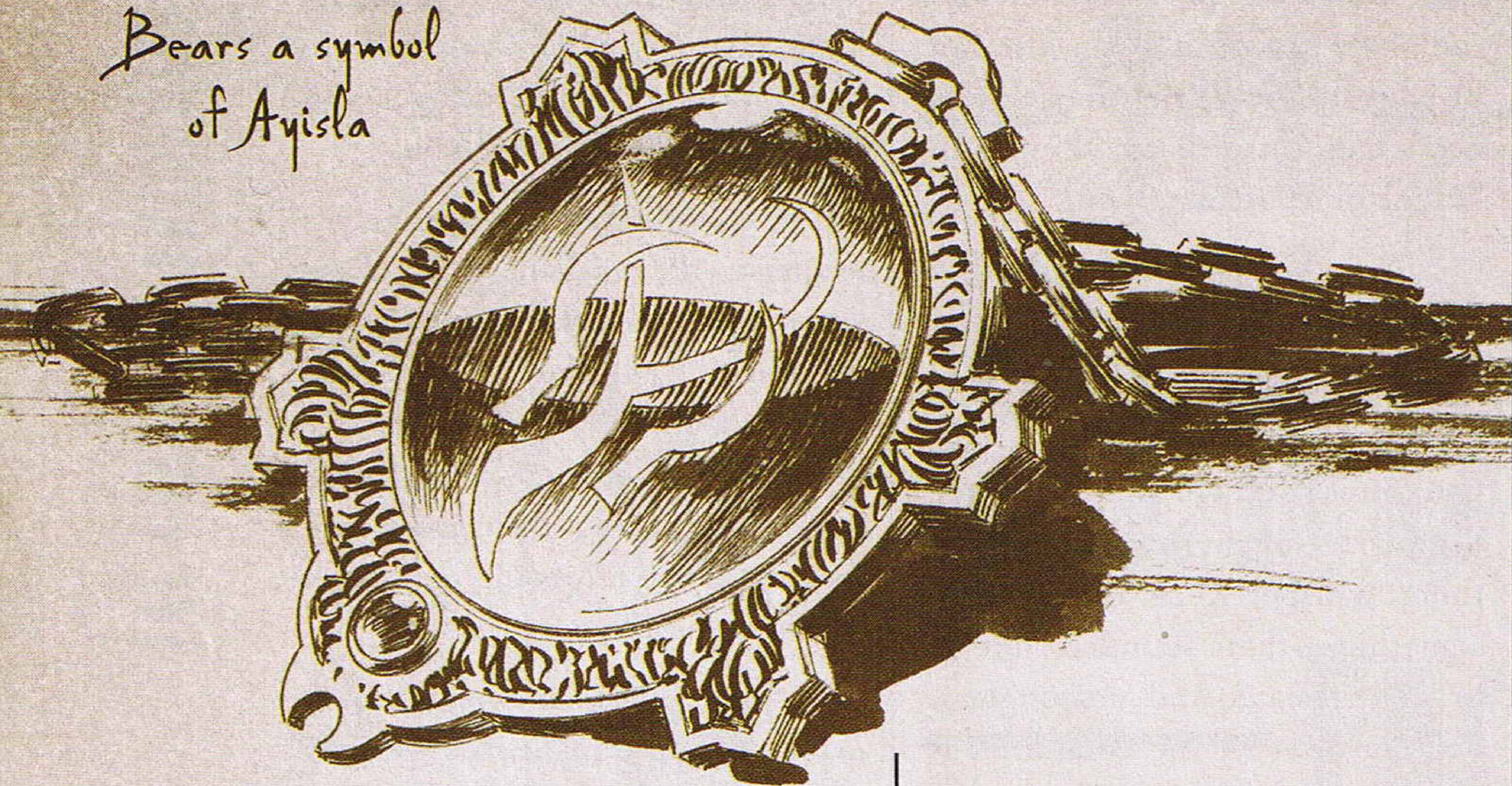
I hesitated, and the thing took a threatening step toward me but was again driven back, Alton's face contorted in pain. Pushing down my revulsion, I felt I couldn't allow this aberration to claim another life—even that of a reckless fool—merely on my confused dread.

"Cross then." I snapped, a bitter taste rising in my mouth. "Be absolved of your crimes and trouble this land no longer."

Immediately a sound like the sobs of a dozen tormented souls filled my ears, but these unearthly cries were drowned out by wretched laughter. Unfettered the traitorous thing came, its knife flashing in the hand that wasn't its own, its face caked in the blood of Alton Halstead.



It's existance torments it



Bears a symbol
of Ayisla

"Have your pet, exile," the riven taunted, Halstead's knife slashing wildly, "Have his worthless blood on your conscience for the rest of your deluded days!"

I drew my own daggers, meaning only to parry the lunatic. I realized its intent too late; the treacherous spirit rushed upon my blades, burying one to the hilt in Halstead's gut. His face close to mine, it spattered me with a choke of the blood rising in his body, a look of cruel victory flashing in its abducted eyes.

Aghast, I screamed, "Scyrah curse you!"

I don't know what power our deities still hold over these accursed souls, but for a second time I saw Halstead's countenance jolt as if lightning struck. A strange battle, between living light and a deathly dullness, raged in his eyes before the boy's body went limp and slid to the ground.

From the fallen youth the ominous presence of the riven rose like smoke off a burnt offering. It looked like a priest trapped within spectral vestments, the shallow depression of eyes and a wailing mouth barely visible. At its ghostly chest dangled a heavy amulet, marked with the symbol of Ayisla, Suzerain of the Fallen.

"Keep your pet," gasped the deathless wraith, "This soul is too weak to bring me to the Veld, but I will find one better suited." Trailing a whisper of echoed screams, the riven flowed away, deeper into the Glimmerwood, merging with the shadows of the ancient trees, and was gone.

Forgive me professor, for I know not what horror I have released upon the lands of your people.

Seeing to Halstead, I bandaged him as best I could. I count it no small blessing that his wounds were not as bad as I imagined. We rest only a short distance from where the riven disappeared. It is my sincere hope that this encounter will convince Alton to turn back to more civil lands, along with my letters. Undaunted, my thoughts return to Ios, hoping that this encounter does not prove to be an omen prophesizing my reception. Once there, good professor, I will communicate when time and agency allows.

Associate Professor
Edrea Lloryr

RIVEN

Medium Undead (Incorporeal)

Hit Dice: 17d12 (110 hp)

Initiative: +14

Speed: 30 ft. (6 squares)

Armor Class: 25 (+10 Dex, +5 deflection)

Base Attack/Grapple: +8/—

Attack: Incorporeal touch +18 melee (1d8 plus 1d6 Wisdom drain)

Full Attack: Incorporeal touch +18 melee (1d8 plus 1d6 Wisdom drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spirit bind, Wisdom drain

Special Qualities: darkvision 60 ft., futile fatality, incorporeal traits, spell-like abilities, telepathy 100 ft., undead traits, unwelcomed

Saves: Fort +5, Ref +15, Will +16

Abilities: Str —, Dex 30, Con —, Int 17, Wis 22, Cha 21

Skills: Bluff +24, Hide +22, Intimidate +19, Knowledge (arcana) +10, Knowledge (history) +22, Knowledge (religion) +22, Listen +17, Sense Motive +14, Spellcraft +14, Spot +18

Feats: Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Natural Attack (incorporeal touch), Spring Attack

Environment: Any

Organization: Solitary

Challenge Rating: 13

Treasure: None

Alignment: Always chaotic evil

Advancement: 17–28 (Medium)

Level Adjustment: —

A being smothered within the ghostly black tatters of priestly robes breaks from the darkness, its head flailing and covered mouth agape as if in agony. The thing's ominously prelatic form loses distinction as it nears the ground, giving way to a mass of hazy, squirming limbs and tortured elven faces that seem to tether it to the earth.

The riven are the crazed, tortured spirits of elven priests who suffered and died during the Rivening. During this time, the connection between the deities of the Divine Court—with the exception of Scyrah and Nyssor—and their worshippers became severed. Many of the most pious Iosans, wracked by fundamental loss—and, some say, tormented divine screams—lost their minds and committed atrocities against their terrified people.

These insane apparitions are bound to the world by their crimes, each sin manifested as the spirit of one they wronged, binding these former priests to the world. They bear their former holy symbols as painful brands, unable to discard them, such as the amulet of Ayisla, representing the gate of souls in the Veld. The riven seek out mortals of pure soul to possess, hoping to force their deaths so they might follow their victim's soul over the threshhold into the afterworld. In this they delude themselves, for the deaths they provoke never bring them closer to release.

COMBAT

These exiled spirits believe that if they inhabit a body as it dies, they might tether themselves to the passing soul and find eternal rest. They believe their chances are best if following the soul of a non-elf, given the uncertain fate of their own people.

Spirit Bind (Ex): Once per round, a riven can merge its body with a living creature. This ability is similar to a magic jar spell, except that it does not require a receptacle. To use this ability, the riven must try to move into its target's space; moving into the target's space to use spirit bind provokes attacks of opportunity. The target can resist the attack with a successful DC 23 Will save. A creature that successfully saves is immune to that same riven's spirit bind for 24 hours, and the riven cannot enter the target's space. The save DC is Charisma-based. Elves receive a +4 bonus on Will saves to resist this ability.

If the save fails, the riven possess the target. Every round for the first thirty seconds (5 rounds) of the riven's possession, the target is allowed additional Will saves to expel them. If a successful save is not made in this time, the riven possesses the target for the rest of the day. Every day after, the target can attempt another save to regain control of its body.

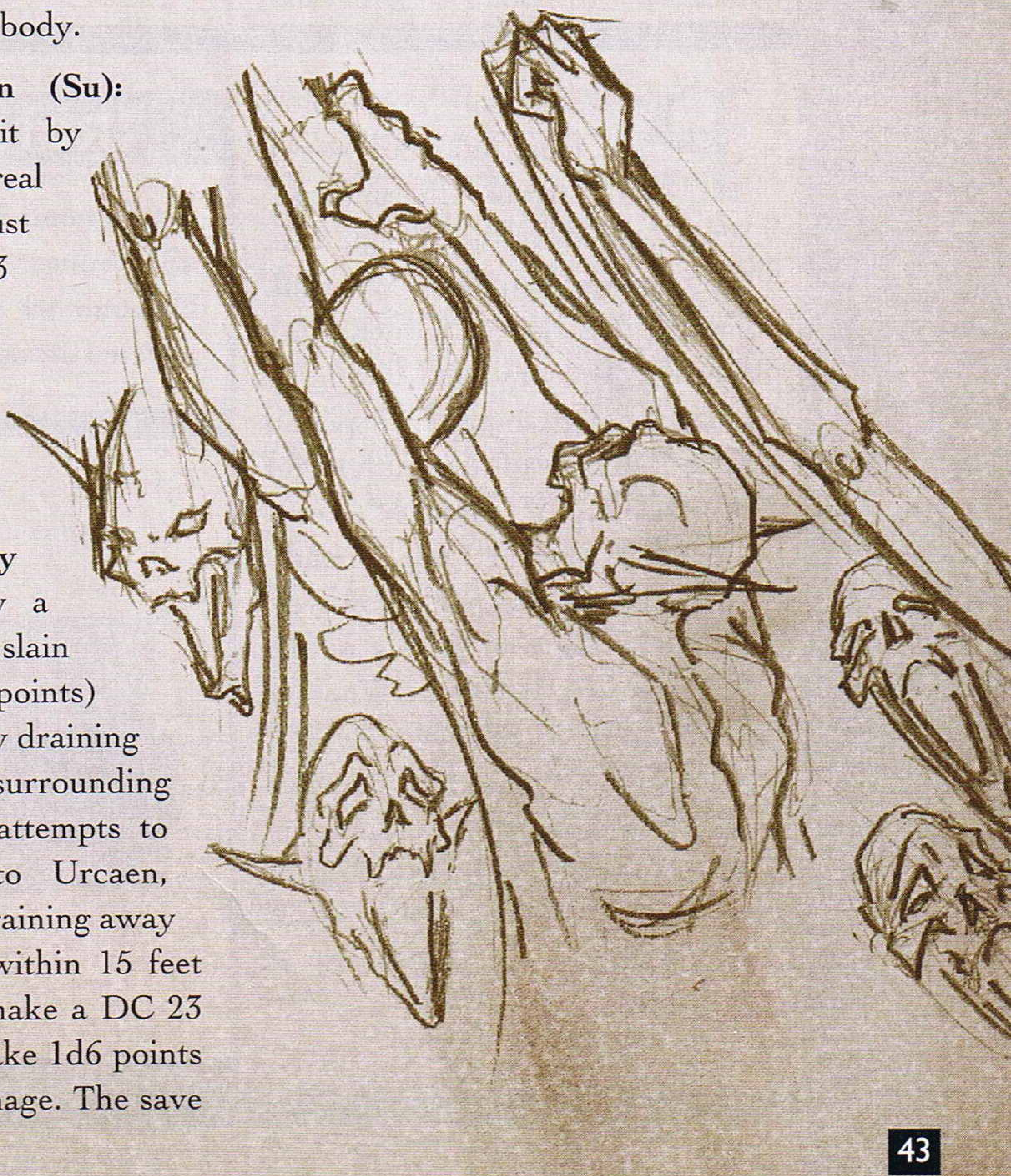
Wisdom Drain (Su): Living creatures hit by a riven's incorporeal touch attack must succeed on a DC 23 Fortitude save or take 1d6 points of Wisdom drain. The save DC is Charisma-based.

Futile Fatality (Su): If the body a riven inhabits is slain (reduced to –10 hit points) by others, an energy draining wave affects the surrounding area as the spirit attempts to force its way into Urcaen, killing plants and draining away life. All creatures within 15 feet of the body must make a DC 23 Fortitude save or take 1d6 points of Constitution damage. The save DC is Charisma-based. After this blast, the riven is shunted from the creature it possessed into the square where the body last stood. For 1d4 rounds after being forced from a creature a riven is dazed and loses its turn resistance.

Unwelcomed: Riven cannot pass through any border or threshold without being invited or given leave to do so. This includes anything from the national border of Ios to a doorway. If a riven possessing a body is somehow forced to pass a boarder, the riven is immediately shunted from its possessed body and dazed for 1d4 rounds.

Spell-like Abilities: 3/day—bane (DC 16), doom (DC 16), deeper darkness, suggestion (DC 18). 1/day—crushing despair (DC 19). Caster level 16th. The save DCs are Charisma based.

Are these the souls
of its victims?



FOUNDRY, FORGE, & CRUCIBLE

Written by **F. Wesley Schneider**, **Art** by **Brian Snoddy**

Beneath the black port of Dreggsmouth's corpse-trod streets, gape profane wounds, rotten cavities in a rent earth, each alive with blistering heat and the screams of the suffering. *Here, on the bones of slaves and in metals tainted by the corruption above, the black ogrun indulge their terrible imaginations. Among these sadists, one cruel master outstrips all others. On an anvil of skulls and amid sparks that scream like tortured souls, Vurrak Charnelforge, the feared Meatsmith, gives shape to pure misery. While willing to bend blood steel for any who can pay the price, the Meatsmith's perverse mastery has been employed by none less than iron lich and master necrotech Mortenebra as part of her plots to spread she and her deathless colleagues' dark will.*

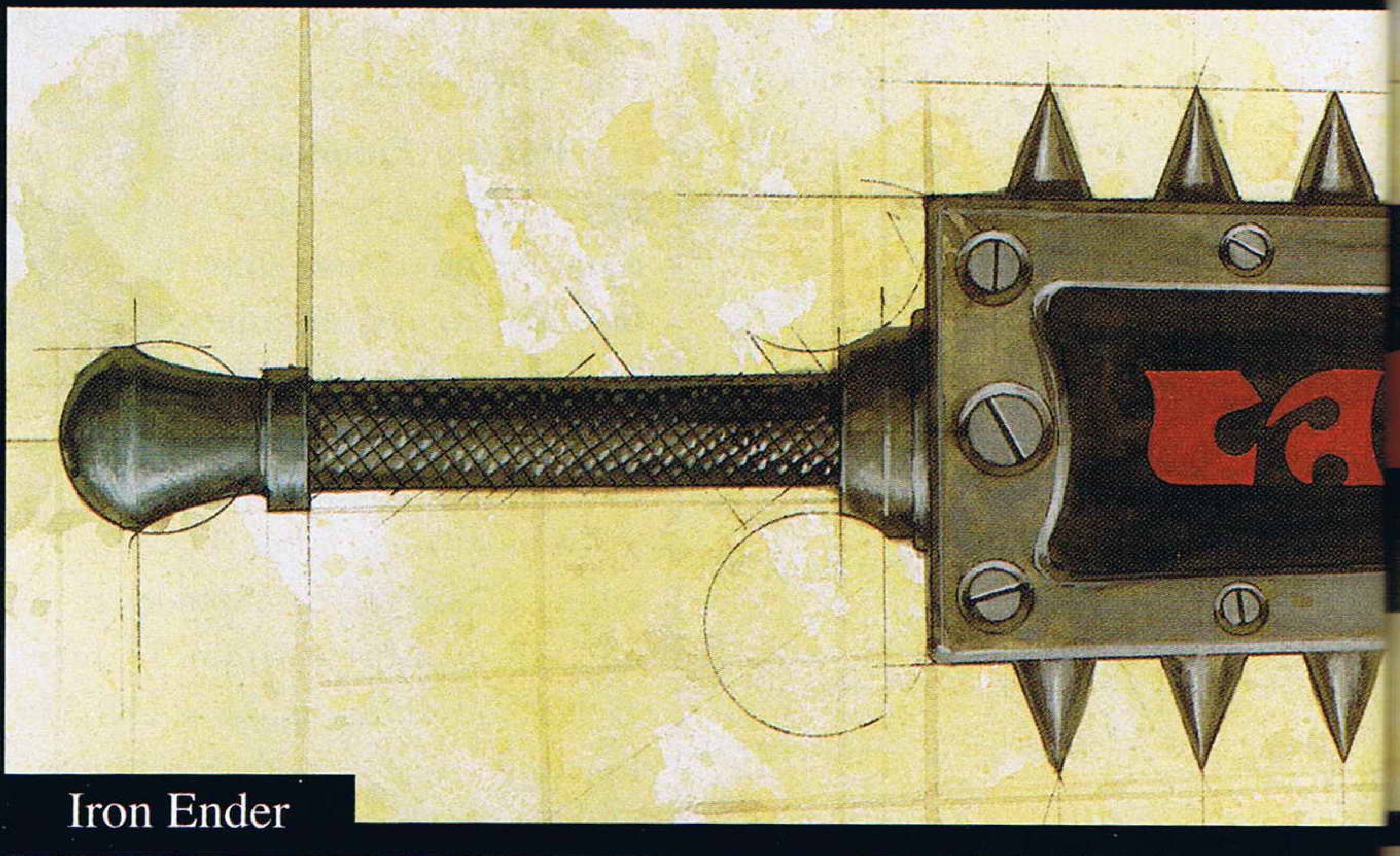
BLACK OGRUN'S FORGE

Presented here are four of the most infamous works of Vurrak Charnelforge. While legends of the Wailing Sea, like High Captain Velter Waernuk himself, carry Charnelforge's dread works, any soul daring or foolish enough to pay their pound of flesh to the sadistic smith might purchase his profanities of steel at the Black Hilt in Dreggsmouth. The following weapons, however, epitomize the foul genius of the black ogrun's dark art. Whether in the hands of villainous owners, lost to time, or set free to work their evil across western Immoren, these profane creations might appear anywhere a GM seeks to darken spirits and sow the seeds of dread.

IRON ENDER

Commissioned by a group of Devourer cultists hidden near Demonhead pass, each member donated an ounce of their flesh to Charnelforge for the creation of this blade.

Vurrak Charnelforge has no patience for petty cults, though. The ogrun runes lining the surface of *Iron Ender* are in fact a string of



Iron Ender

profane ogrun curses punctuated by unholy icons dedicated to Lord Toruk, from whom the blade draws its corruptive power.

The cultists employed this foul weapon in assaulting the caravans from Orvin and prospectors from Ceryl. The cultists recently fell prey to horse bandits in the region and the sword's whereabouts are unknown.

Iron Ender is a +2 greatsword sized for a Large creature (and thus deals 3d6 points of damage) and tainted by blood steel madness. (Medium characters using a Large weapon take a –2 penalty on attack rolls, while smaller characters take greater penalties.) In addition, *Iron Ender* possesses a corrosive quality that rusts anything it touches. Upon striking a target wearing nonmagical metal armor, the target's metal armor becomes brittle and pitted, immediately destroying 1d4 points of Armor Class provided by the metal armor (up to the maximum amount of protection the armor offered). If the armor's AC is matched or exceeded, the armor is destroyed. If *Iron Ender* used in a successful sunder attempt against a nonmagical metal weapon, rather than dealing damage to its target, the target weapon is immediately destroyed. Magic weapons and armor are unaffected by this effect. This greatsword also deals an additional 3d6 points of damage against creatures constructed wholly or partially of metal (such as steamjacks or mechanithralls).

Using *Iron Ender* comes at a price. Upon successfully using its rusting quality in any way, the wielder must make a DC 14 Fortitude save or all the metal he carries corrodes (as noted above). Metal armor loses AC, metal weapons are destroyed, metallic items—including coins—carried anywhere on the wielder's person (even in a pack) are destroyed. This personal rusting effect is more powerful than that the blade levies against those it strikes, and if the wielder fails his Fortitude save by 5 or more even magical items are affected.

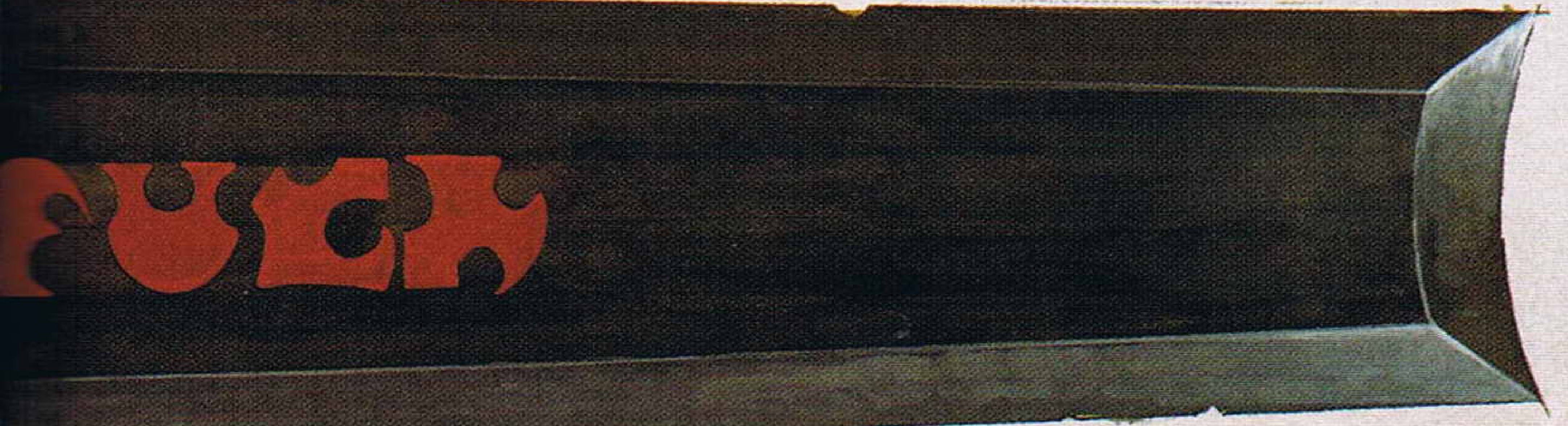
Strong transmutation;
Price: 24,130.

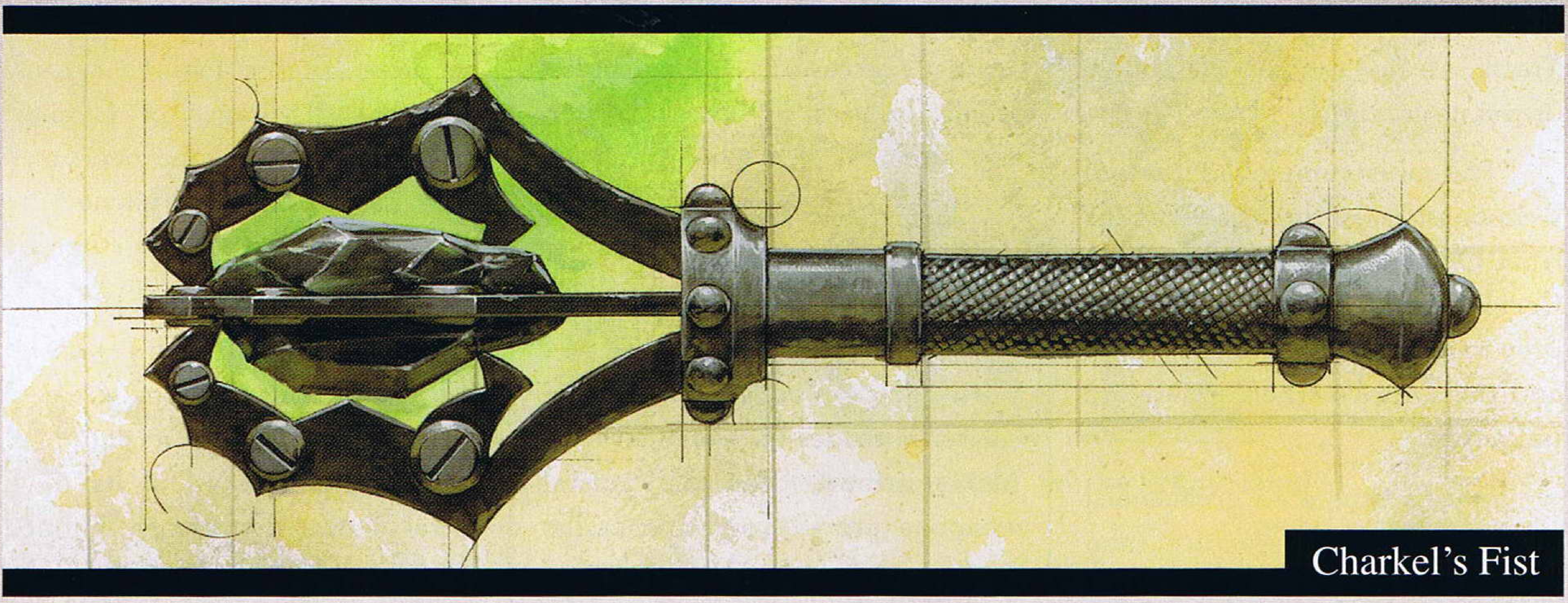
CHARKEL'S FIST

Tomes of blood-inked lore state that the necromancer Charkel was instrumental in the creation of the first abominations now known as mechanithralls. Once a man, the darkly ingenious necromancer personally performed the excruciating operations and incantations to recreate himself as a necrotech. With mastery over both magic and necrotechnology, Charkel oversaw the murderous trials of numerous amalgams of dead flesh and searing metal, sending his unspeakable legions against the coastal villages of Cygnar. Eventually, the insane necrotech was captured and burned to death in a ceremony overseen by a dozen priests of Morrow.

Charkel's Fist is a +3 *ghost touch heavy mace.* The weapon's greatest threat, however, is the chunk of black rock clutched in its thick metal claw—a magically imbued hunk of necrotite. A wielder with access to a source of fire can spend a standard action to light the necrotite afire, causing it to burst into sickly green flames that shed shadowy illumination out to 60 feet. While lit, *Charkel's Fist* exhibits a number of additional properties. Primarily, those struck by the flaming mace take an additional 2d6 points of negative energy damage.

While the weapon burns, however, the necrotite fills a 30-foot area around the wielder with thin noxious green gas. All undead within this area gain +4 turn resistance (which stacks with any turn resistance the creature might already possess). To the living, however, this vapor is a lethal poison. A living creatures that enter the area filled by the gas (including the wielder) must make a DC 15 Fortitude save or suffer from necrotite poisoning. Necrotite poisoning—Fortitude DC 15, initial and secondary damage 1d4 Con. Those who fail their save against the poison's secondary damage face secondary damage again 1 minute later and each minute after that until either they make a successful save or perish. Any creature that makes it's save versus both the initial and secondary damage of necrotite





Charkel's Fist

poisoning is immune to this poison for 24 hours.

Charkel's First can be set aflame once per day and burns for 10 minutes. After that time the necrotite gutters out and cannot be relit for 24 hours.

Strong necromancy;
Price: 120,468.

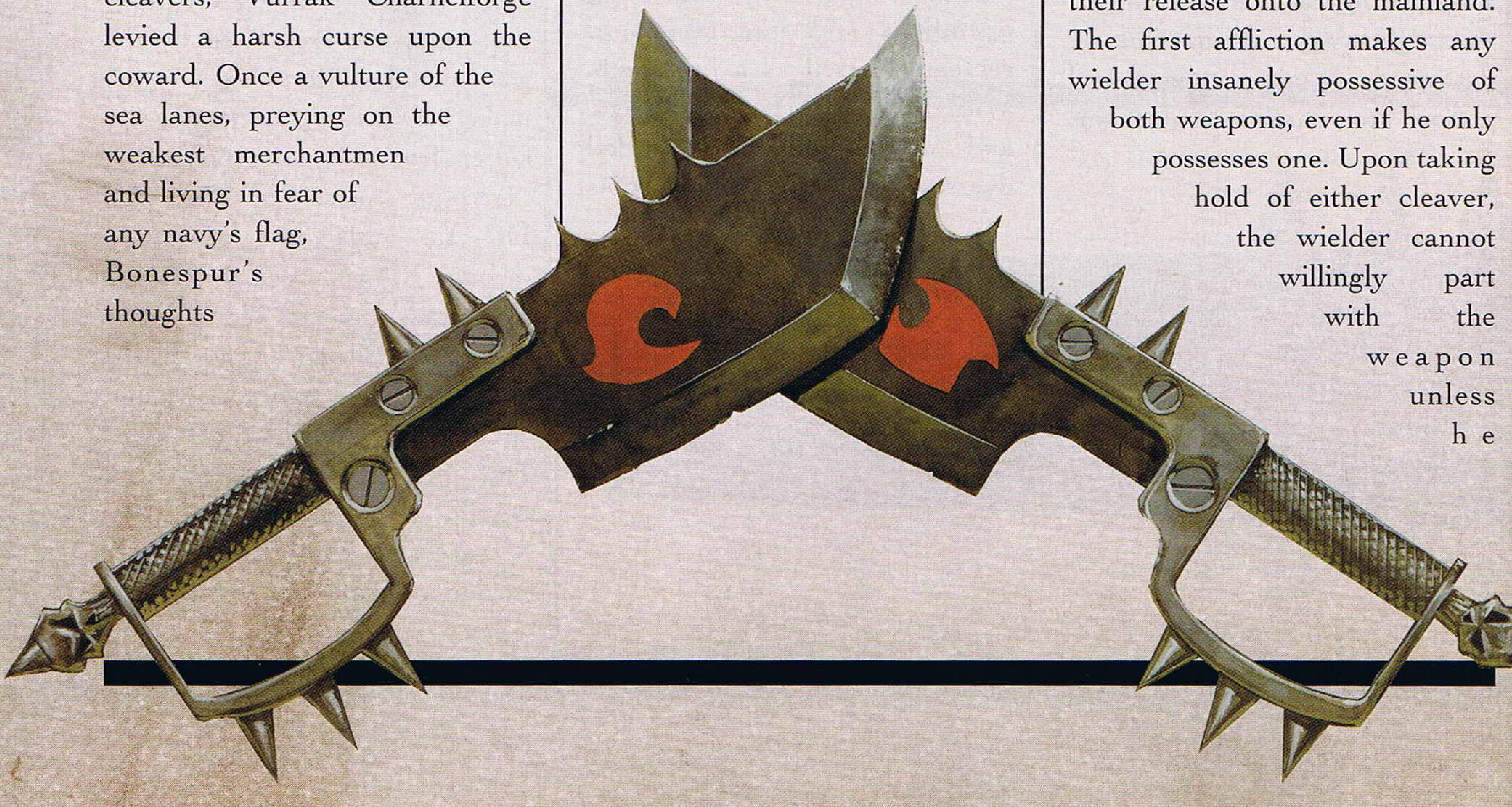
SCOURGE AND SCURVY

Not all can bear the gruesome price the Meatsmith charges for his weapons. Thus, when the lame pirate Captain Jaxx Bonespur fled Dreggsmouth and the Black Blade with a pair of stolen ogrun cleavers, Vurrak Charnelforge levied a harsh curse upon the coward. Once a vulture of the sea lanes, preying on the weakest merchantmen and living in fear of any navy's flag, Bonespur's thoughts turned bloody after claiming *Scourge* and *Scurvy*. After a number of daring raids—and, rumors have it, the senseless massacre of several civilian ships—Bonespur and his crew put into Five Fingers to sate less warlike appetites. Drunk and combative, the captain was permanently parted from his prized blades when a game of Pirates' Dice went afoul and Bonespur's stuck corpse was left in a muddy alley. Two of his murderers, pirates on separate ships, are thought to have divided the blades before setting sail.

Apart, these twin cleavers* are simple magic weapons, *Scourge* being a +1 *unholy cleaver* and *Scurvy* being a +1*anarchic cleaver*. While separated, the blades have no additional offensive qualities, but both possess the ability to track the other. If placed on a flat surface, either sword slowly spins until its blade points in the exact direction of its mate.

If a character wields both *Scourge* and *Scurvy* at the same time, both blades are treated as +2 *anarchic, unholy cleaver*. In addition, the wielder gains Two-Weapon Fighting as a virtual feat for as long as both weapons are held.

Scourge and *Scurvy* are afflicted by two curses, one intentionally crafted by their cruel creator and one that has manifested since their release onto the mainland. The first affliction makes any wielder insanely possessive of both weapons, even if he only possesses one. Upon taking hold of either cleaver, the wielder cannot willingly part with the weapon unless he



makes a DC 20 Will save. If the weapon is taken or otherwise lost, the weapon's owner takes a –2 penalty to all skills checks, ability checks, and saving throws until either the weapon is retrieve or he makes a successful DC 20 Will save. Either of these saves can only be made once per day, with failure meaning that the wielder cannot yet bring himself to part with the weapon. Part of this curse also makes an owner obsessed with finding his blade's partner, making him constantly preoccupied with tracking down and claiming the weapon's twin.

The weapons' other curse is in fact the spirit of their first wielder, Jaxx Bonespur. In death the pirate captain seeks vengeance on his murders and all who lay hand upon his blade. Thus, he tirelessly hunts for the cleavers, bringing baleful ends to the weapons' wielders and the vessels that harbor them.

Strong evocation,
Price: 48,310 each.

** Cleavers are treated as slashing weapons with identical statistics as the hand axe.*

APNEPHIX

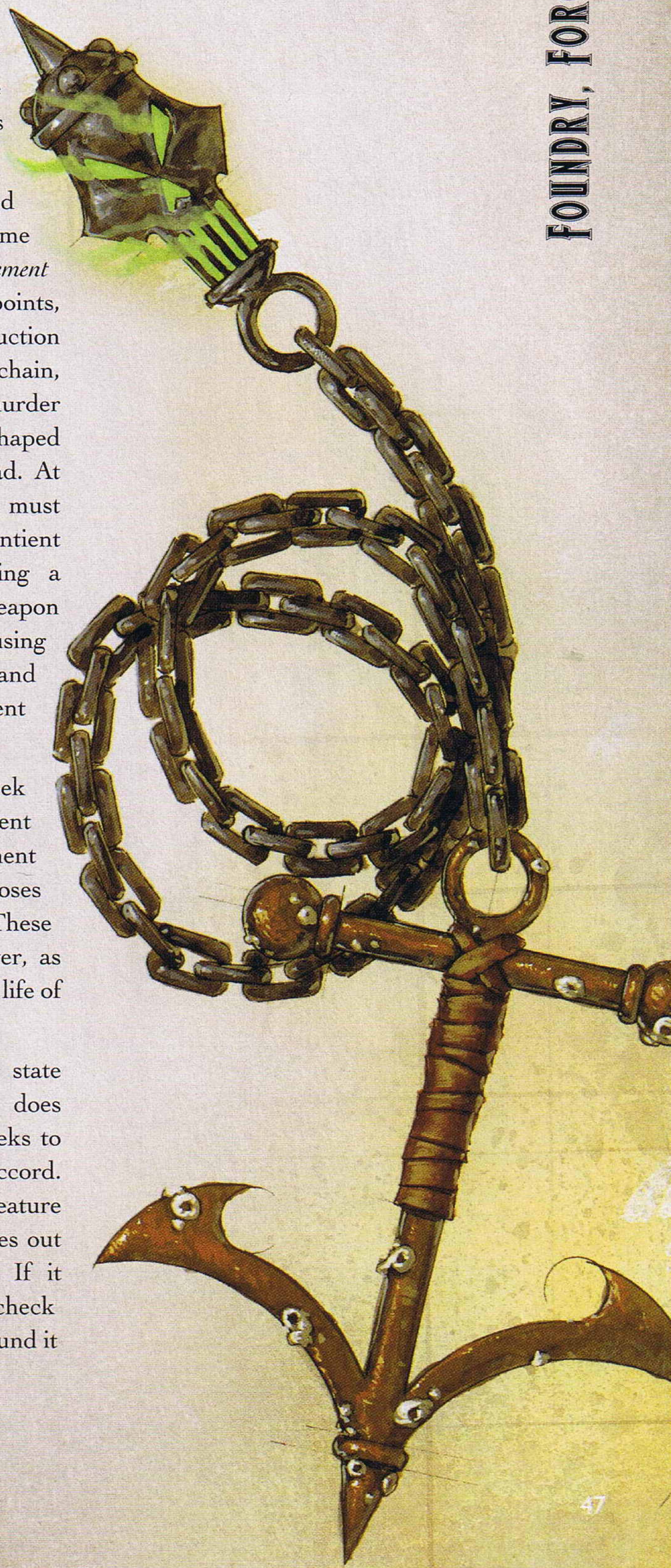
Several months ago, the Ordic city of Carre Dova shuddered under the shadow of a faceless serial killer who seemed to strike at those strong of arms and of martial disposition. Each victim—mercenaries, street brawlers, adventurers—lie crushed, as if pulped by some great force. Dozens were accused—mostly trollkin—and several hung to placate a terrorized public. The final victim, a sell sword from Elsinberg, was discovered crushed within the coils of a wicked-looking chain tethered between a barbed anchor and a skull-shaped iron cage. Investigators found the weapon wrapped around the helpless corpse so thoroughly that in places the flesh could scarcely be separated from the dreadful chain links. Soon after the chain weapon was confiscated as evidence, it was mysteriously lost. The culprit behind these murders remains at large.

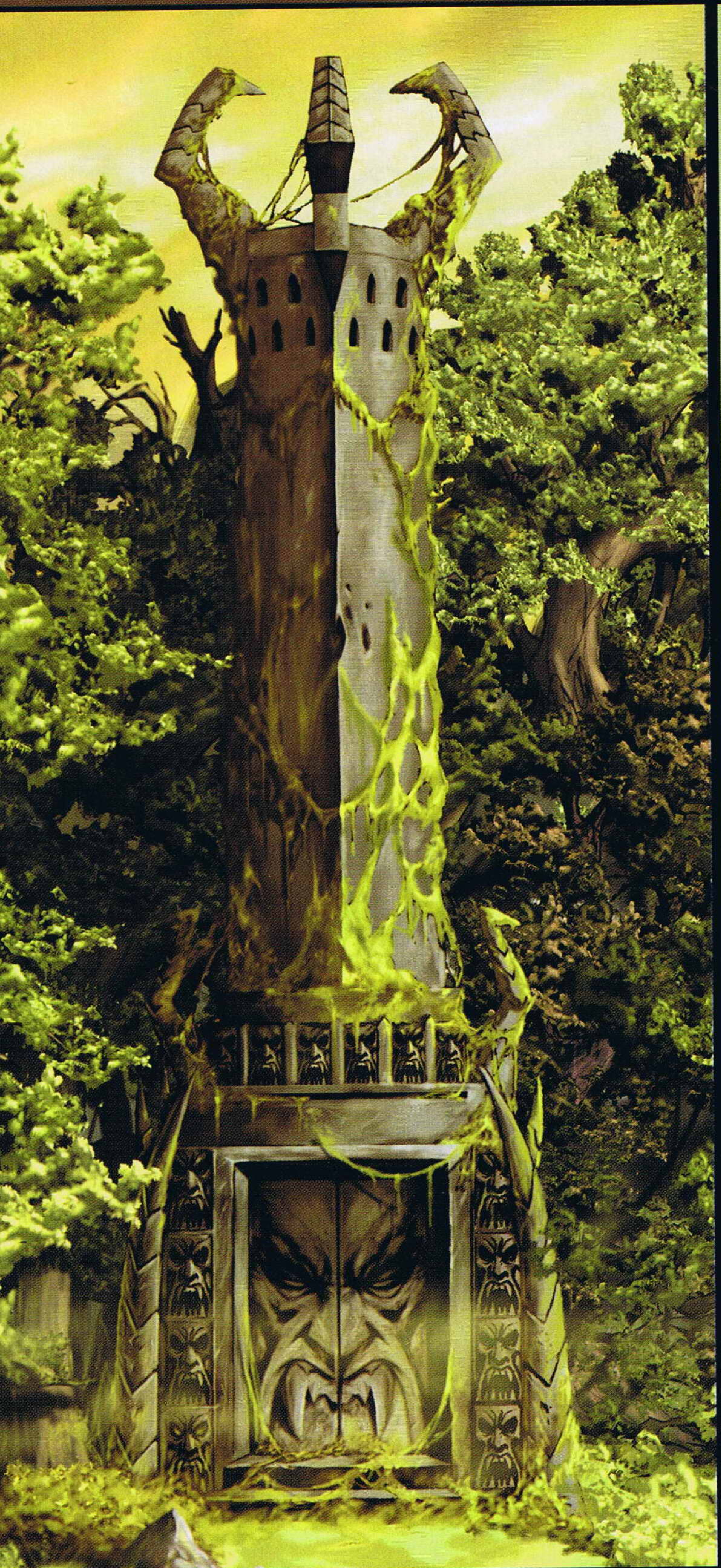
Apnephix is a +2 spiked chain that possesses the same abilities as a *rope of entanglement* (with AC 22, 30 hit points, hardness 10, and damage reduction 5/slashing). This deadly chain, however, has an insatiable murder lust, driven by the skull-shaped soul cage that forms its head. At least once a week *Apnephix* must be used to end the life of a sentient living creature. Upon killing a sentient creature, the cruel weapon captures the being's soul, using it to augment its foul magic and increasing its enhancement bonus to +4 for one hour.

If *Apnephix* goes a week without killing a sentient creature it loses +1 enhancement bonus. If it goes two weeks, it loses all of its magical properties. These powers are restored, however, as soon as the weapon takes the life of a thinking being.

Unwilling to go into a state of dormancy, if the chain does not kill after five days, it seeks to gain sustenance of its own accord. As soon as a sentient creature touched the *Apnephix* it strikes out with its entangling ability. If it wins the resulting grapple check it deals 2d4+2 damage per round it maintains a hold.

Strong transmutation;
Price: 32,990





THE SOUL YARD

A Five Fingers Adventure Location

By Graeme Davis and Nathan Letsinger
Art by Rob Lazzeretti Matt Wilson, Brian Snoddy

South of the sprawling city of Five Fingers, across the Choked Finger Channel on what is technically Cygnaran soil, rests an ancient blood-soaked region called South Shore. This bleak site was the location of massive Orgoth's slave camps, where thousands of native Immorese labored and died to build roads and fortresses for the Tyrants. The location of some of the last battles to drive the Orgoth from western Immoren, the South Shore's bloody

The Soul Yard is an adventure location for use with Five Fingers: Port of Deceit. The area south of the city is detailed and adventure hooks are provided for all levels of play. Players wishing to explore this area may wish to consult with their GM before reading the details of this article.

GMs should consult Five Fingers: Port of Deceit for more information of this area and for instruction on using the "Legend & Lore" and "Rumor Has It" callouts. Adventure hooks provide a variety of scalable encounters GMs can use at various points in their campaign.

Choked Finger Channel
South Shore Village
Ferry to Five Fingers
Smuggler's Cove
Levee
Flood Plains
Logger Camp
Thurian Rest
West Field
Commoners' Plot
Collossal Blade onument
Rebellion Battle Downs
Western Tradeway
Orgoth Tower
Orgoth Slave Graves
N
W
E
S
Hero Mausoleum

past marks the land. Newer graveyards in the South Shore village provide rest to the city's dead, though recent Cryxian activity threatens to make that rest uneasy. Secrets buried in the Gnarls, and the rumors of restless dead and Orgoth treasures, bring scholars, ghost hunters, and adventurers to the South Shore.

The South Shore can provide many adventuring opportunities, particularly for campaigns set in Five Fingers. The village itself provides adventurers with a place to rest and recoup between adventures.

BACKGROUND

The whole region was once a flood marsh. The first settlement was a small hamlet of hardened pioneers that depended on fishing and waterfowl. By the time of the Thousand Cities era, the hamlet had grown into a bustling town, whose mills supplied the sailing vessels for much of Thuria. When the Orgoth blackships made birth in the Bay of Stone, the invaders choose to build a fortress on the impossibly rocky islands where Five Fingers stands today. Thousands of slaves were brought for the construction of the fortress, and those who died were cruelly dumped in mass graves in the south. Later, the first Orgoth overlord of the area was buried in a great mausoleum atop the mass grave of thousands of slaves worked to death.

The Rising of the Sons

The Sons of Thuria, then a collection of escaped slaves bent on revenge were the first in the area to join the growing rebellion against the Orgoth. A series of battles were fought on the downs that fringe the South Shore. After months of siege reinforcements from the Iron Fellowship arrived only in time to witness the destruction of the fortress from within—before the Tyrants withdrew across the ocean.

Sleep of Heroes and the Less-than-Honored Dead

The lands of the southern shore hold more dead than living. The Rebellion battle-downs are marked by the huge sword of an ancient colossal, and nearby are the so-called 'Tombs of the Heroes', a dozen mausoleums with the remains of leaders of the Sons of Thuria who fought the Orgoth. The mercenary company, which bears that name today, protects the area, considered a hallowed Rebellion monument.

Because there was little land in the city suitable for a burial-ground, the practice of bringing the dead across the channel continued throughout the city's history, and the three graveyards that resulted are still in use. For those unwilling to conduct a burial at sea, it is common for people of Five Fingers to say their dead 'went south', or 'crossed the Choked Finger'.

South Shore attracts its share of necromancers, bone grinders, and others who seek to exploit the remains. Cygnaran garrison forces, along with hired adventurers, conduct occasional sweeps to round up lawbreakers, but they are too few to make more than a token effort. Smugglers regularly cross the Choked Finger Channel, bringing illegal or highly taxed goods into Cygnar and returning to Five Fingers, according to rumor, with necromantic ingredients and loot from robbed graves.

THE SOUTH SHORE

THE VILLAGE

South Shore Village is a tumbledown collection of shacks and huts, occupying the space between three great graveyards and the Choked Finger Channel. Although the south bank is technically Cygnaran

territory, the locals treat is as part of Five Fingers. The thousand or so inhabitants scratch a living from fishing, farming, herding, and traffic passing through to the city. Cygnar employs border guards, but their presence does little to prevent smuggling. The village boasts only a few buildings of note, including the Cygnaran Customs House, Meerik Stables, the ramshackle South Shore Inn and the only stone building, the squat Tranquil Passing Mortuary.

The Strop Ferry and South Shore Jetty

No bridge crosses the rock-choked channel, but a single ferry line links the settlement to the city. Those who use the ferry are merchant trains bringing goods to or from Ceryl by land, or inhabitants of nearby villages seeking to sell services or goods.

The ferry boat is a flat-bottomed, 20-foot side-wheel steamship, owned by brothers Brogan and Kell Strop (both male Thurian Rog 6) and piloted by Kiel Wallerford (male Thurian Exp5) from a small jetty at the east end of the village. The walk-on fare is 2 sp each way, with no charge for horses and other beasts if the owner promises to stable at Strop Grooming and Stables on Hospice Island not far from the ferry's landing. Otherwise, the charge is a "silver a leg". Charges for wagons and carts of goods usually are negotiated, with prices ranging 3 to 12 sp per axle.

The undertakers of Five Fingers land at the jetty, using black-painted boats to bring corpses for burial. It is whispered that some of the undertakers bring more across the channel than the lamented dead; every so often Cygnaran customs officials make a coffin search, ruffling a few feathers, but finding little.

SOUTH SHORE VILLAGE STATISTICS

Population: 1,030 permanent residents (800 Thurians, 100 Tordorans, 75 gobbers, 55 others); double that number during the peak of trading in summer months, usually Cygnaran traders from Ceryl.

Type: Residential/Graveyards

Trades: Market, taverns, inns, fishing, stables, grave digging, graveyard services.

Famous Locales: Customs House, West, East, and South Graveyards, Meerik Stables, South Shore Inn, Leach Dredging and Scrap, Tranquil Passing Mortuary Services, Strop Ferry Landing.

Wealth: Low; Disease: High; Crime: Moderate; Vigilance: Low (Locals, Cygnaran troops)

High Captain Influence: Waernuk 2 (Gang: Fist of Canceanna) , Riordan 1 (Agents: the Shroud)

People of Note: Rall Meerik, Brogan and Kell Strop, Customs Captain Jarls, Kiel Wallerford, Alix and Marta Brand, Sander Leach

The South Shore Inn

The two stories of the South Shore Inn tower above most of the village. It stands in the middle of town on an unpaved street in sight of the ferry and a cross from the new customs house. The South Shore Inn is run by the scarred and sour-faced Alix Brand, a lame and retired woodsman (male Morridane War 2/Exp 3), and his wife Marta of 30 years (female Morridane Com 3).

RUMOR HAS IT:

FERRY SCUTTLEBUTT

COMMON (DC 10): The impoverished state of the Meerik Stables has been accelerated as the Strop brother's canny business choice of providing free ferry service for horses if the owners arrange use of their stables in the Kithgrav Bourg of Five Fingers.

UNCOMMON (DC 15): The Strop brothers are retired neer-do-wells from Tarna. They can provide useful information about the area and inhabitants, though they avoid doing so without good reason.

RARE (DC 20): Rall Meerik's grudge against the Strops grows daily and he might be willing to buy the services of someone to 'take care' of the Strops' stable in the city.

OBSCURE (DC 25): The Strops are aware of Rall's hatred. This pair of rogues-turned-businessmen made an arrangement with the Kithgrav's leader, Heath Bluetongue, to protect their stable. They are in High Captain Waernuk's good graces, informing him of major shipments passing to and from the city on their ferry.

VERY OBSCURE (DC 30): The Strops are suspected of a variety of business crimes, including industrial sabotage in Tarna. They are hiding in South Shore and rarely spend time in Ord. An obscure bounty for them remains in effect.

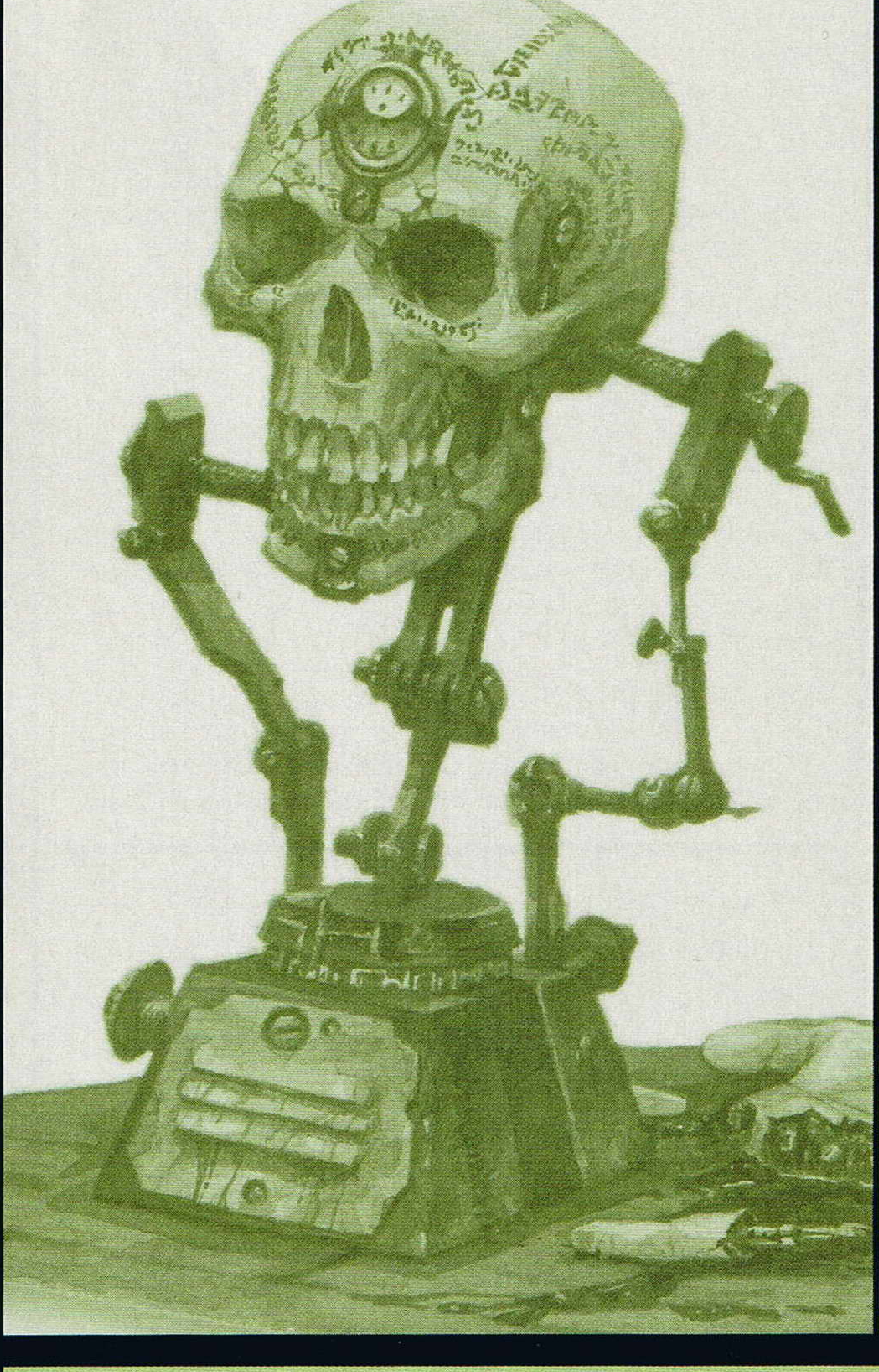
The Inn provides rest for those waiting for the ferry or tedious custom inspections. It boasts a dozen small rooms (5 sp per night/10 gp per week), a large common room (1 cp per night), and an uncharacteristically well-appointed and warm suite above the kitchen (considered a good bargain of 2 gp per night). Marta's meals of local fish and fowl (2 sp) bring local laborers in nightly and the Crane Island's Flying Distillery ales (4 cp mug) and rum (2 sp pitcher) prove popular.

In summer, travelers and merchants fill the inn, waiting for their fortunes in the city across the water. In winter months, the inn's rooms are mostly empty, except for those hiding from city troubles. Marta and Alex are hard pressed to keep up the place, with each winter taking its toll on the building.

Leach Dredging and Scrap

Sander Leach (male Thurian Bdg6) runs a small time dredging service and serves as the village's fix-it man. His bodged steam-sloop finds employment recovering wrecks of ships that tried to sail the Choked Finger. He spends the majority of his time working the channel and leaves his place in the hands of his goblin assistants, the helpful Gill (male gobber Bdg4) and bullying Tak (male bogrin Ftr3).

Leach collects odd bits of metal and can bodge damaged mechanical equipment for a fee (normally 10-50% of the item's value, depending on the damage). He also buys mechanika bits salvaged from the Battle Downs.



Sander maintains a scrapyard near his ramshackle building, guarded by three large dogs left to roam the grounds (see No Quarter Magazine #7 for details on scrapyards). A large, cracked diving bell that might be serviceable given a good bit of bodging, stands out from the junk.

Meerik's Stables

Rall Meerik (Thurian Exp3) is the fourth-generation owner of the Meerik stables, which, until recently, served as the only stabling for merchants and tourists entering the city from the south. Most opt to leave mounts in the care of the Meerik's before conducting business in the city (1 sp per day versus 2 sp a day with the Strops). The opening of Strop's Stabling on Hospice Island had little effect of Rall's business until ferry owners began issuing free rides for those using their services. Although his family steers clear of involvement with the High Captains, Rall is considering petitioning a Low Captain to intervene.

The Meerik home and their sprawling stables—capable of housing up to 200 horses, mules, and stock—sit on the south end of town. The stables once employed up to 20 workers, but now Rall only has his family of four and himself to manage the family business.

Rumor Has It:

South Shore Inn

COMMON (DC 10): The inn is a popular destination for meals in the village and the best place to hear local scuttlebutt. The soup kitchen across from the ferry attracts only the destitute.

UNCOMMON (DC 15): The Strop brothers are regulars. The Brands keep the brothers stocked with provisions and goods from the city in return for free passage. The Brands sometimes go to the city to sell goods accidentally left by visitors of their inn.

RARE (DC 22): The inn's largest and best private room sits above the kitchen—a large trapdoor hides in the floor beneath the bed, firmly nailed to the boards. The Brands might use the trapdoor to murder wealthy-looking guests that travel alone. If questioned Alex says the trap door was cut to put over-sized furnishings into the room. He says Sander Leach can testify to the fact as he was contracted for the job.

OBSCURE (DC 28): The inn holds a dark secret. The Brands are cultists of the Devourer Wurm (IKGC, p. 231). Before Alex's retirement, he journeyed deep into the forests both north and south of the Dragon's Tongue as a woodsman. There, he encountered a dark cult of the Devourer. Rather than become their next victim, he and his wife joined their ranks. (The exact truth of this rumor and the depth of the Brands involvement remains up to the GM. They may be involved in the corrupted Cult of the Despoiler or be a true cult of the Wurm).

SOUTH SHORE GRAVEYARDS

The graveyards on the southern shore have received the city's dead for centuries, attracting necromancers, Cryxian agents, and adventurers to fight them. Common folk avoid the graveyards, except during funerals, or if they are lucky enough to gain employment as gravediggers in this moribund place.

The South Shore Graveyards are segregated into three plots administered by the Tranquil Passing Mortuary Services.

Commoner's Plot

Known locally as the South Field, the Commoners' plot is a vast pauper's graveyard, where the graves of the poor mingle with nameless bodies that turn up in the city's shadowed alleyways. With burial pits dug and re-dug, the soil is a jumble of bones, rags and other debris. The few monuments visible here are crude wooden boards—recycled from the broken coffins of previous occupants as often as not—with names and dates crudely painted or scratched on them. The South Field is the fastest growing of the yards and receives the majority of the dead. The continual growth of the graveyard is evident in walls that contain it, where newer walls are found as the yard stretches southward. These outer and the middle graves are sometimes subject to grave robbing but its tenders largely overlook this.

West Field

West of town lies the the last resting place of many of the middle classes; those who can afford a more genteel burial. Those with greater wealth avoid burying their loved ones here, and some prefer burial at sea. The monuments range from simple inscribed headstones to small mausoleums and family crypts. Much of the graveyard is tidy and free of encroaching undergrowth thanks to local workers hired by the descendants of those interred. Burial requires a substantial fee and a suitable family name. The truly powerful try to arrange for burial in Five Fingers under the Cathedral of Morrow, but this is an adequate compromise.

Thurian Rest

The official name of the east fields is "Thurian Rest", however, locals refer it as the "Towers" from the number and size of monuments that crowd within its ten-foot boundary wall. From a distance, it might be mistaken for a small town. Here lay the once rich and wellborn, often those who had lost their family fortunes but reserved enough for a comfortable final rest. These plots are sometimes protected by elaborate magical and mechanical security measures and are the graves of those desiring permanent monuments and too proud to be forgotten with burial at sea. Wealth alone does not buy a place in the Thurian Rest—only those of recognized Thurian blood tracing back to noble families of the vanished kingdom are buried here. Their vanity continues after death, as several families compete for the most ostentatious graves, hiring sculptors and artists to redecorate them as styles change.

SOUTH SHORE ADVENTURE HOOKS

- A hull grinder (MN1, p. 98) has moved into the channel, and attacked the ferry, nearly sinking it. Brogan offers a reward of 200 gp and free passage for life to anyone who slays the beast.
- A well-to-do family in the city is willing to pay handsomely for the recovery of the accidentally sunk coffin of their recently deceased matron, previously bound for a South Shore grave. Recovering it requires a diving bell or suit and risks the dragonfish swarms that swim the deadly currents of the Choked Channel.
- A cask imp (MN1, p. 26) has moved into the South Shore Inn, drained nearly every drop of the cheap Ceryl wine and now threatens the rum. A bar brawl by patrons might expose the Brand's secret.
- A group of young ex-gravediggers calling themselves the "Graverobbers' Union" plan to rob the Towers but seek help navigating the mechanikal and magical traps that they know are waiting there. They find themselves at odds with the smugglers that raid the other graveyards, who feel their operation is threatened if the Union brings too much attention to the area.
- A Boatman (MN1, p. 14) has begun competing with the Strops. A wealthy traveler staying at the South Shore Inn is its most recent victim, leaving much of his possessions there.
- The recent theft of horses from the Meerik stables threatens to ruin Rall's business. Though he blames the Strops, those tracking the thieves find tracks that lead to the Gnarls instead.

THE BATTLE DOWNS

The Western Tradeway

Known locally as the Gnarlroad, the Western Tradeway continues its run south through the Gnarls for about 75 miles, linking the village and the ferry with the Twelve Day Road that runs between Ceryl and Orven. Given the propensity of the Gnarls to overgrow land almost as soon as it is cleared, the road is treacherous, and most travelers go in large, well-armed bands due to the dangers of the forest.

Fist of Cancienna

A gang of highwaymen known as the Fist of Cancienna (FFPoD p.97) roams this area, preying on lone travelers or small groups. Led by Lagdor Hammerhand (male ogrun Bar8), the Fist are criminals from Ceyrl, New Larkholm, and Five Fingers, nominally reporting to High Captain Waernuk. He uses them to gain the treasures missed by his pirates at sea. Hammerhand recently plundered a sword from Devourer cultists near Demonhead pass (See Iron Ender in Foundry, Forge & Crucible in this issue), but is not yet aware of its power or curse.

The Cygnar Guard Post

A customs post is stationed not far south on the Gnarlroad within sight of the village. From their guard tower the officials get a wide view of the battle downs during the day and will intercept any caravans attempting to bypass the gate. Sgt. Henderson (male Midlunder Ftr6), a retired trencher, takes his duty seriously and has recently told his men to be more vigilant of activity in the Gnarls. He is aware of Hammerhand and the Fist but does not have the manpower to confront them. He will gladly supply adventures with what Cygnaran military gear he has on hand (such as smoke grenades, military rifles, and ammo) if they can guarantee results.

Legends and Lore:

The Colossal Blade

COMMON (DC 10): It was originally a colossal weapon, utilized by the Sons of Thuria against the Orgoth.

UNCOMMON (DC 15): It is a monument to those who fell in the struggle for freedom. Hundreds of their names are engraved on the length of the blade. (Anyone with proof of relation to one of these heroes gains a +2 bonus to Diplomacy checks with members of the Sons of Thuria).

RARE (DC 20): It is written that the survivors swore an oath to the fallen to never disband until Thuria rises again. Today the Sons are a mercenary company that fight for coin more than glory, though the more historical minded return here on occasion.

OBSCURE (DC 25): At sunset during the Summer and Winter Solstices', the shadow cast by the blade accurately points the way to the Orgoth tower hidden in the Gnarls.

The Colossal Blade

On the north edge of the Battle Downs, an immense sword rises high in the air, its blade plunged point-down into the earth. Its origin is unknown.

The Tomb of Heroes

Many of the worn names inscribed on the Colossal Sword can be found among mausoleums to the south. Enshrouded by oaks that keep the location hidden from prying eyes, the tombs lie nearly undisturbed. One tomb houses the illustrious dead of the Sons of Thuria. Each corpse is protected with traps, magical and otherwise, to ward off looters and necromancers.

Exemplar Camp

A troop of three mounted exemplar knights from the Protectorate of Menoth are camped at the tombs after a long and hazardous overland journey tracking an infernal agent into the Gnarls. Knight Errant Bryson Borne (Exe 8) and his two remaining cohorts are chasing an agent of Anton Velliten (male Thurian

Clr9/Mal3), a former cleric of Morrow now turned Infernalist. The depth of this plot is too deep to detail here, but is related to the Nonokrion Fellowship (IKWG, p.135) and efforts to instigate slaughter and war. In his work to the southeast, Anton unknowingly desecrated significant Menite tombs and drew the wrath of the Knights Errant, who vowed to bring him to justice. They did not expect their prey to be quite so crafty or to make it so far from their homeland. Exemplar Bryson and his knights have made camp here to pray and prepare for their descent into the hellish forest after their prey. They are mistrustful of everyone in these unholy lands, but are in need of information on the area and know they must deal with those they would otherwise avoid.

BATTLE DOWNS ADVENTURE HOOKS

- A Thornwood Mauler (now a Gnarls Mauler?) rampages a caravan along the Gnarlsroad, within sight of the Cygnar guard post. The commander, Sgt. Henderson, says he's never seen anything like it before and suspects something drove the beast into the frenzy. The owner of the caravan posts a bounty for its capture or slaying.
- The Exemplar knights seek a guide into the forest, but wish to remain hidden from the Cygnaran soldiers. Bryson enters South Shore in disguise hoping to find someone willing to guide him.
- Acting as a caravan leader, an agent of High Captain Hurley wishes to hire mercenaries to hunt the Fist of Cancienna. Hurley's motivation is unclear; either he wants a piece of the commerce entering from South Shore or he's under pressure from King Baird to curtail activities of the High Captains that might provoke Cygnar.

THE GNARLS

Although the northern fringes of the Gnarls (IKWG, p. 192.) are less perilous than the deep woods, they hold their share of perils, and only the foolish venture into the forest unprepared.

Logger Camp

A group of loggers has set up camp near the village, felling trees on the northern edge of the Gnarls. With the aid of an old and sometimes unreliable steamjack, they strip felled trees and drag the trunks to the river, where they are lashed and nailed together to be floated across the river to Five Fingers. Wood is in high demand in the city for construction, and fetches an excellent price.

Two score men (War1) work at the camp. Once a week they descend upon the South Shore Inn for rum and gambling. The state of the Gnarls can be gagged by the talk of these men, though now without buying a few drinks first. None are willing to go deeper into the woods and it is easy to read their fear when they speak of it.

RUMOR HAS IT:

THE GNARLS

COMMON (DC 10): Wicked beasts and worse haunt the forest—it is said the spirits of the damned haunt the woods. Only the Trollkin are mad enough to walk in the forest.

UNCOMMON (DC 15): The Trollkin of the forest are on the warpath. Several scouts of the logging camp have failed to return, and at night the bellows of Trollkin songs can be heard. The owners will pay a bounty for the safe return of their men.

RARE (DC 20): One logger saw a group of dark clad men enter the forest a fortnight ago. They looked as if they planning to dig up buried treasure. Their path is still visible, but they never seemed to return.

The Smugglers

Several bands of smugglers ship goods across the Choked Finger Channel in either direction; their existence is an open secret. The Cygnaran border guards are too few to do much to prevent the movement of Wake Isles contraband.

One gang of smugglers deserves special mention. Led by Rath Mullen (Thurian male Rog6/Ptl2) and working under the protection of High Captain Riordan, they cross the water by night to raid the graveyards, supplying necromantic materials to the Thamarites of the Shroud. They have mounted two small expeditions to the ancient slave graves, but on both occasions were repulsed by the undead that haunt there. So far, the Cryxian agent Thuronimus Bale has managed to keep his presence a secret from the smugglers, as well as from the rest of the local population, but if the conflict between the smugglers and the necromancer escalates he may act openly or withdraw to a new location. He is reluctant to take either course.

The Coves

East of the village, hidden from sight behind the old Orgoth levee, a small inlet with a shallow bottom is used as a landing ground by Mullen and his smugglers. Their normal modus operandi is to land there under cover of darkness or bad weather, using a black-painted boat with muffled oars. A few stand watch over the vessel (the GM can vary the number and level of the guards to present the PCs with a suitable challenge), while the rest go about their business. The guards carry a horn to raise the alarm if they are attacked. The smugglers can be encountered at night anywhere between the cove and the grave plots, but are wary (performing Spot and Listen checks) and will seek to hide if they hear or see anyone coming.

The Orgoth Tower

Deeper in the forest stands a ruined tower, completely overgrown by vine-covered oaks and almost invisible. Constructed by the Orgoth, its black stone walls stand three of stories high, but a small underground complex survives beneath it. The Cryxian necromancer Thuronimus Bale (male Scharde Nec9/Clr7) has made his headquarters.

An Orgoth scholar, Bale has spent his life seeking to harness their dark magic to his benefit. A dutiful agent of the Dragonfather, Bale was assigned to utilize minions to watch the southern passage to Five Fingers. Bale has managed to discover the location of the tower and bypass its traps and gaining control of its undead protectors. Now both mechanithrall and Orgoth Dread guard the otherwise empty tower. From the rooftop of the tower and using his mechanikal lenses, Bale can spy the hazy coast of Hospice island as well as nearly all of South Shore and its graves.

At night the necromancer delves into his pursuit of crafting himself a steel body: the secret transformation into an Iron Lich. In order not to be disturbed Bale uses his skarlock thrall to watch from the rooftop and stations a troop of Mechanithrall in the nearby woods. With his attention diverted to his studies, much of the activity in the forest has passed his observation. Recently however, Bale dispatched a group of smugglers seeking out an old bone yard in the Gnarls. This was the first Bale has heard of the slave graves and now that he has finished animating the transgressors into new thralls, he intends to seek out the location of the "soul yard" in hopes of finding fresh deposits of Necrotite.

Legends and Lore:

The Tower

COMMON (DC 10): None.

UNCOMMON (DC 15): The Orgoth placed watchtowers a few miles from every fortress and prison. They could signal them by use of huge, unnatural fires. It is said their builders, if they exist, curse such places.

RARE (DC 20): At least one tower near Five Fingers survived the many battles during the rebellion. Its location remains unknown, but was thought to be on the southeast shore, now covered in the growth of the Gnarls.

OBSCURE (DC 25): The Sons of Thuria know of the location of the Tower and another dark place. They left clues in a place called the Tomb of Heroes.

The Slave Graves

The massive, long lost graves of the slaves who perished while building the Orgoth fortress at Five Fingers, lay deeper in the forest. Vines and trees now cover the mass grave, where thousands of slaves were buried by their Orgoth masters centuries ago. However, in this traumatic age, the dead rest uneasily.

The Tomb of the Overlord

The encroaching forest hides the entrance to an Orgoth tomb. The first Orgoth overlord of the area lay buried in an elaborate underground mausoleum. It remains undiscovered, and its traps and magical defenses untried—knowledge and wealth wait for those with the daring and ability to survive its perils. GMs should see "Uncovering the Orgoth", No Quarter Magazine #5, which offers some advice on designing Orgoth dungeons.

Even at the time of the Rebellion the tomb was largely avoided due to the two restless spirits haunting it:

The Priest

The tormented soul haunts this site, vainly trying to guide the souls of those buried here. Once a priest of Morrow, Alain Rhinehart (Clr6 ghost) saw to the overwhelming needs of the slave camps of the Orgoth. Alain was slowly driven mad with grief and anger at the brutal efficiency the Tyrants' depravities. The overlord of the project had Alain killed in sight of this still hopeful flock in order to instruct them on their true fate. The following day, Alain's ghost appeared and haunts this place ever since, as granting futile last rites to the dying in an attempt to guide them to Urcaen.

The ghost of Alain Rhinehart may mistake characters entering the graves as Orgoth or slaves. Alain is not immediately hostile but becomes so if anyone disturbs the rest of the dead. He speaks with a deep accent lost to history—madness and grief also make it hard to communicate with him. Alain avoids his final rest until he knows all the dead (including the graveswarm) have been laid to rest, given last rites, and the tomb of the overlord destroyed. Robbing the tomb, rather than destroying its contents, sends him into a rage against the tomb raiders.

The Graveswarm

When the Orgoth used their dark necromantic powers to create the tomb for their overlord, they unleashed a great threat. It remains to this day, moving in the earth as it seeks to extinguish all life within its grasp. Made of the bones of the dead, a graveswarm dwells in the site of the fallen slaves, mindlessly seeking the death of any living creature that enters their unhallowed ground. While almost nothing exists of the slave corpses, the graveswarm recently gained the bones of several would-be grave robbing smugglers.

Other Threats

The Gnarls are filled with various threats, including wild animals and beasts. Some, however, are more organized and live deeper in the forest.

Trollkin

A small Trollkin community lies deep in the forest. Although the neighboring humans have never set eyes on the village, it is generally known that there are trollkin somewhere nearby in the Gnarls, as individuals and small groups sometimes come to South Shore Village to trade. However, they take great care to prevent being followed back to their home and more than one group of adventurers set off to track them, never to return.

PCs that have played Smoke on the Water (No Quarter Magazine #4) may recognize these trollkin as members of the Golmhurt kith.

The Circle

Led by a druid named Ranna Greel (female Morridane Drd 10/Blc 3), a group of twenty Wolves of Orboros (Morridane Ftr4 or Rgr2) are exploring the western reaches of the Gnarls. They come into occasional conflict with the local Trollkin (see above), which is likely to intensify if Ranna's superiors in the Circle decide to establish a permanent presence here.

GNARLS ADVENTURE HOOKS

- Recently, several woodsmen failed to return from their scouting of the Gnarls. The manager of the logging camp offers a large reward for someone to locate the woodsmen.
- An adventuring scholar from Ceryl discovered references to the Orgoth tomb and traveled to South Shore. He requires the assistance of brave souls to guide him in the Gnarls. The scholar believes the Colossal Blade holds some clue to the tombs whereabouts.
- Ranna Greel has begun several assaults on caravans along the Gnarlroad, each time leaving clues that implicate trollkin were behind the assault. Trollkin traders in South Shore resist arrest by Sgt. Henderson men, and blood is drawn between Cygnar and the kith.

NEW MONSTER

GRAVESWARM (BONESWARM VARIANT) CR6

Large Undead

Hit Dice: 8d12+56 (52 hp)

Initiative: +5

Senses: Listen +6, Spot +5; darkvision 60 ft.

Speed: 30 ft. (6 squares); burrow 20 ft.

Armor Class: 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

Immune: Ability drain, critical hits, death, disease, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, staggered, stunning, tripping

Base Attack/Grapple: +8/+23

Attack: Bite +14 melee (1d8+7) or spew boneshards +8 ranged touch (4d8)

Full Attack: Bite +14 melee (1d8+7), Slam +7 melee (1d6+7 plus special) or spew boneshards +8 ranged touch (4d8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved Grab, spew boneshards

Special Qualities: Bone growth, lifesense 60 ft., +2 turn resistance, undead traits.

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 24, Dex 13, Con -, Int 6, Wis 8, Cha 8

Skills: Hide +11, Listen +6, Spot +5

Feats: Improved Grapple, Improved Initiative, Combat Reflexes, Skill Focus (Hide)B

Environment: Any graveyard

Organization: Solitary

Alignment: Always chaotic evil

Advancement: 7-14 HD (Large), 15-20 (Huge)

Level Adjustment: —

Graveswarms are a terrestrial variation of the aquatic Boneswarm—an animated mass of skeletal bits found in places where masses of bodies have laid without proper burial rites, such as Orgoth mass graves or the bone bits of Cryx. It is drawn to life, which it attacks without mercy, but rarely leaves its graveyard lair for long.

Combat

A Graveswarm lies 5 to 10 feet below the surface of a graveyard until its lifesense detects the approach of prey. It then burrows up to attack. Treat this as a charge, even though the graveswarm does not need to move 10 feet before attacking.

A graveswarm usually attacks this way from surprise, ripping up from the earth to grab its victim and engulf them in a boney wave of gnashing teeth.

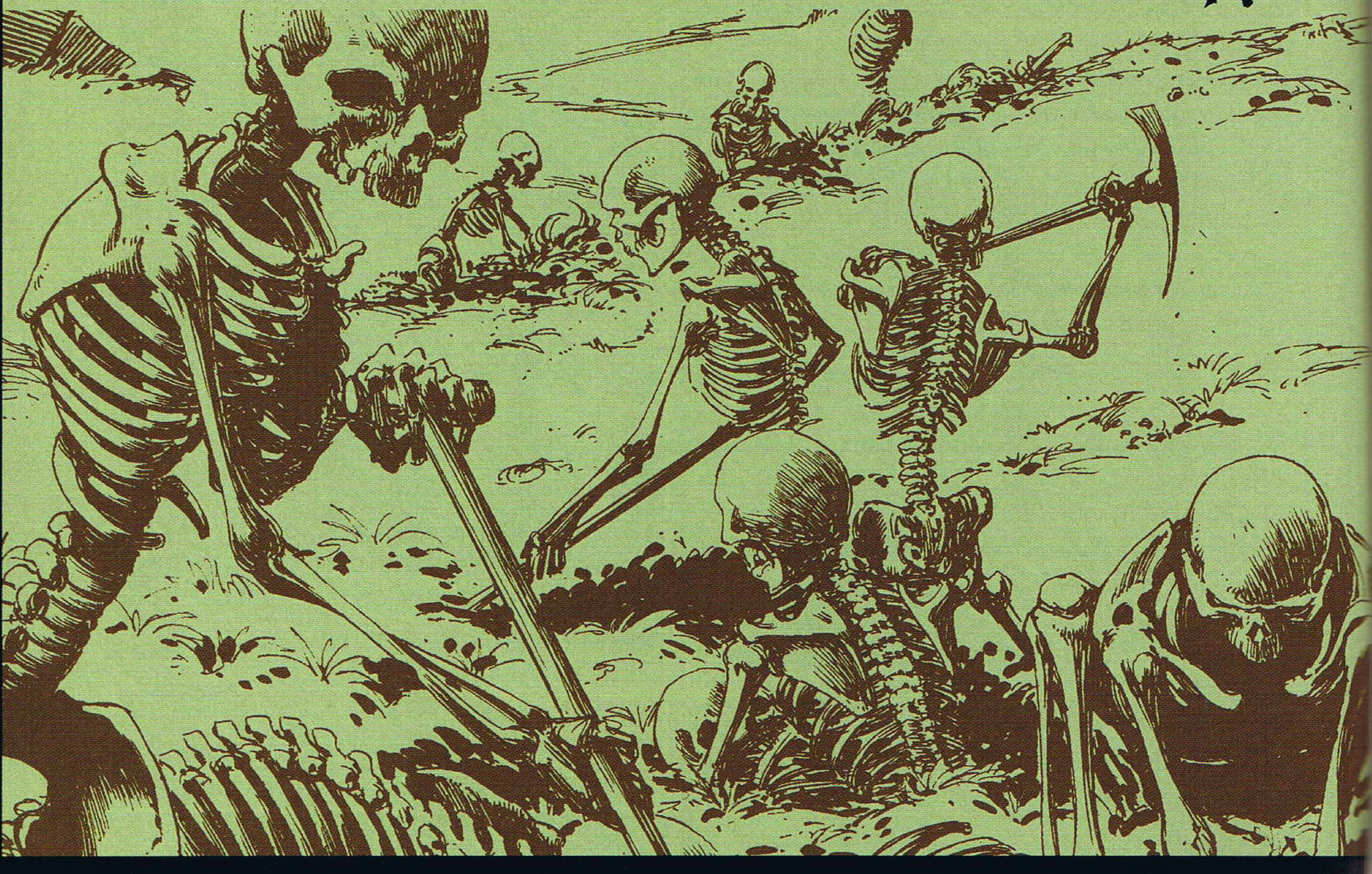
Bone Growth (Ex): The creature can retreat into the earth of any graveyard and use any bone material found there to heal it. It regenerates lost hit points at a rate of 5 points per minute. A typical graveswarm has 30 hp worth of spare bones in its graveyard, and seeks them out once it has taken half its total hit points. If a boneswarm manages to kill someone or happens to find a fresh body, it may immediately use the corpse as part of its own form. Small victims provide 10 additional hp, Medium 20 hp, and Large victims 40 hp. The boneswarm's hit points may never exceed its original value, however.

Improved Grab (Ex): To use this ability, a graveswarm must hit an opponent of Medium size or smaller with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. As long as it wins the grapple check, it continues doing bite damage every round.

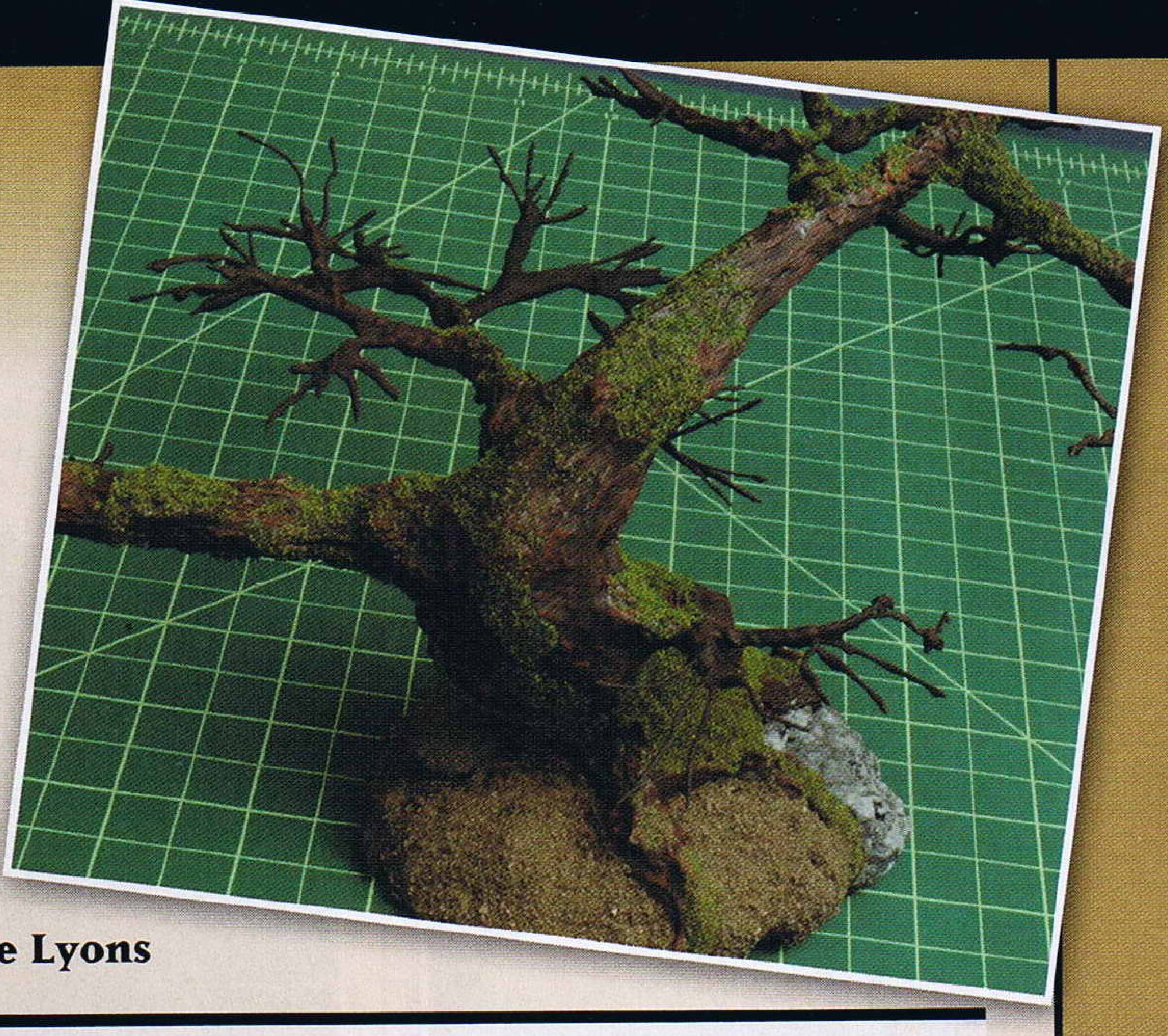
The graveswarm has the option to conduct the grapple normally, or simply use its improvised teeth in the improved grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the graveswarm does not lose its Dex bonus to AC, still threatens an area, and can use its slam attack against other opponents.

Lifesense (Su): The graveswarm has the ability to sense all living things within 60 feet. This ability works like blindsight, except that it can only detect living creatures. No physical material can block this sense within its area of effect.

Spew Boneshards (Ex): As a standard action every 1d4 rounds, a graveswarm may spew hundreds of sharpened bits of bone fragments. This is a ranged attack with a range increment of 10 feet and a maximum range of 50 feet.



REST IN PIECES



by **Alfonso "the Traitor" Falco** and **Michelle Lyons**

As your "woman on the scene" in Western Immoren, no risk is too great, no location too dangerous, no rum too expensive to uncover the secrets that shape the great nations. It was thus that I wound up in a graveyard at midnight with a pistol in my grip and two pricey bottles of rum in my pouch. Alfonso was annoyed when his sudden appearance caused me to shoot a hole in his new cloak, but forgave me when I traded my cargo for the invaluable sheaf of papers he carried. When I asked why we had to meet out here, he popped the cork on one of the bottles and sat down on a headstone. "Read it and you'll see," he said.

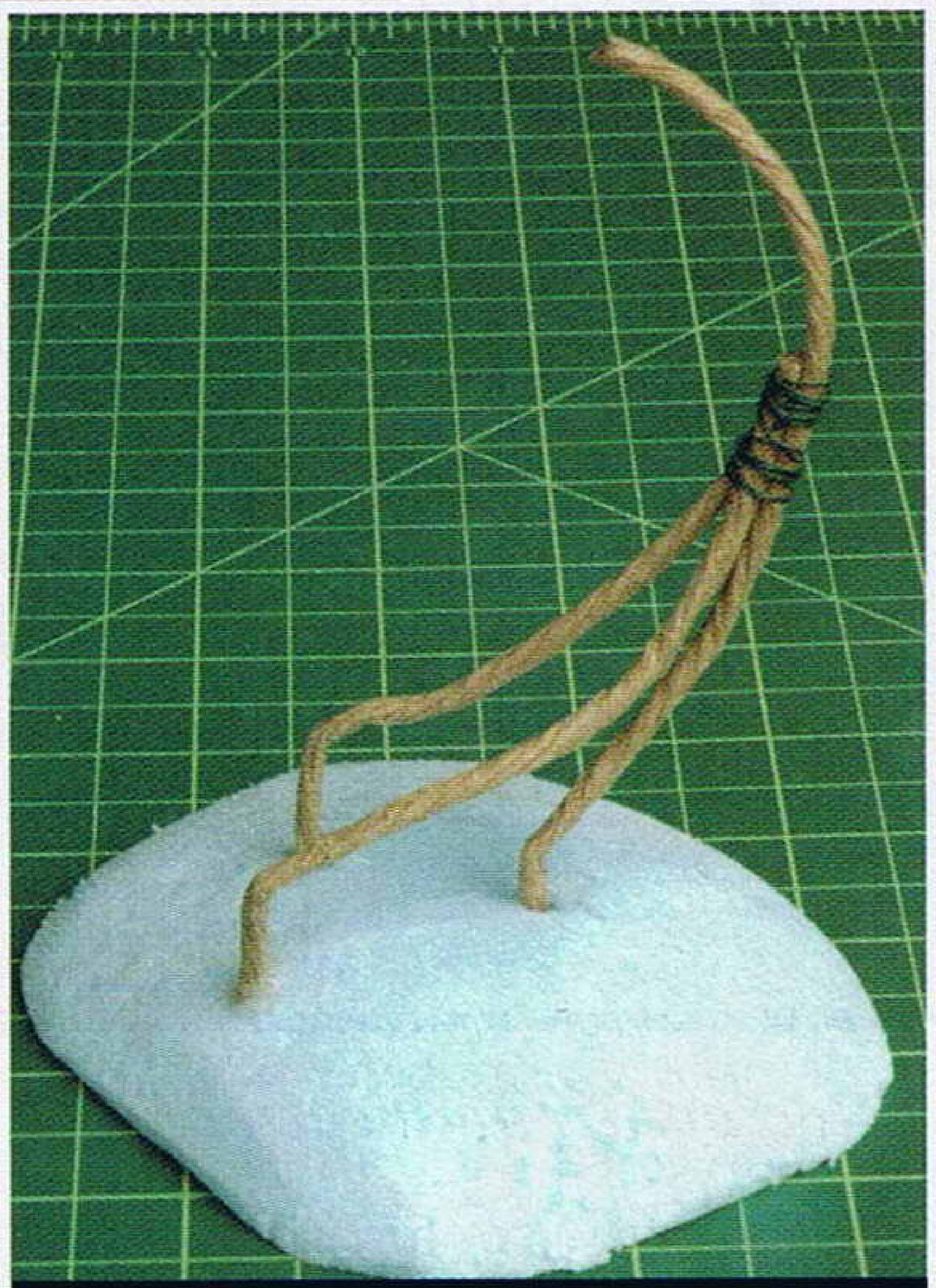
BIG OL' SCARY TREES

MATERIALS

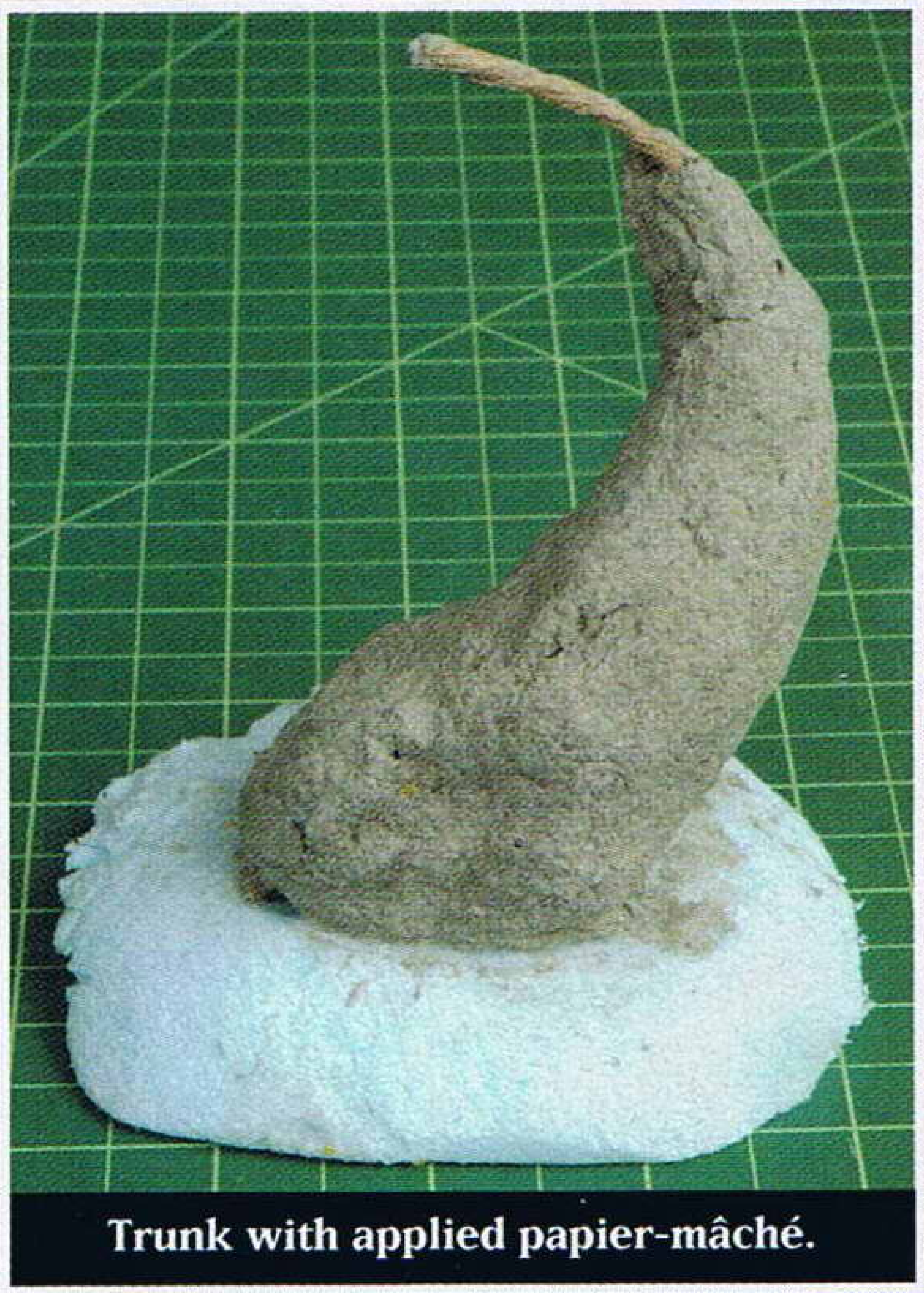
- Materials
- Scraps of styrofoam
- Floral wire
  - 22 gauge, two spools
  - 26 gauge, one spool
  - 18 gauge, 6 stems
- Instant papier-mâché
- Spackle
- A small 1" painting brush
- Paint (raw umber, burnt sienna, dark grey, black)
- Coarse turf (fall orange, fall yellow)

BRING OUT YOUR DEAD

With the appearance of Alexia Ciannor and her undead followers as well as any number of death-challenged recruits pressed into service, graveyards are a natural setting for a battle in WARMACHINE. It doesn't do, however, to merely call a field a graveyard and add a shed for a crypt somewhere in the middle. If you want to invoke the proper atmosphere, you'll need to put a bit more work into it.

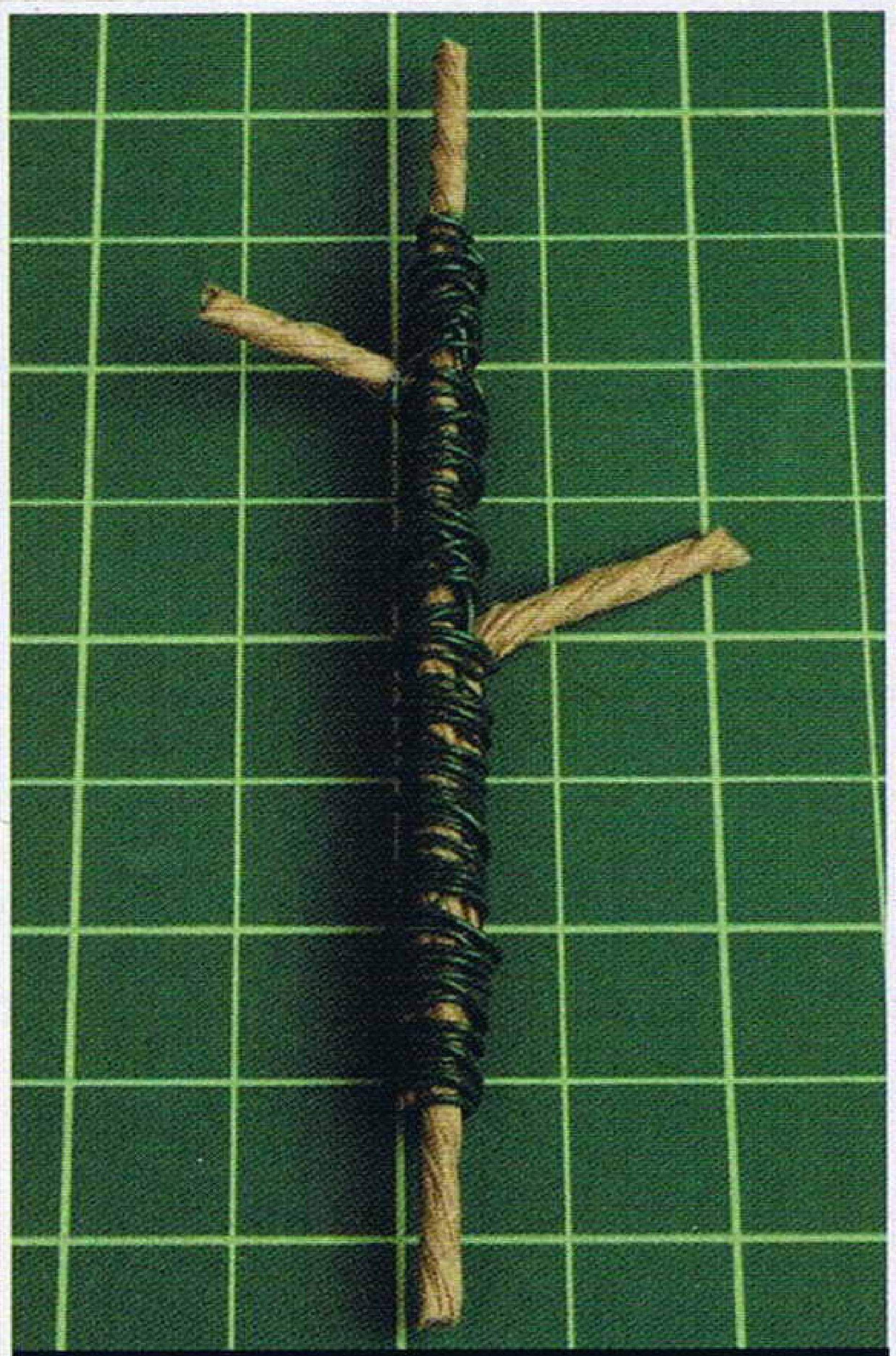

Basic scary tree framework with shaped styrofoam base.

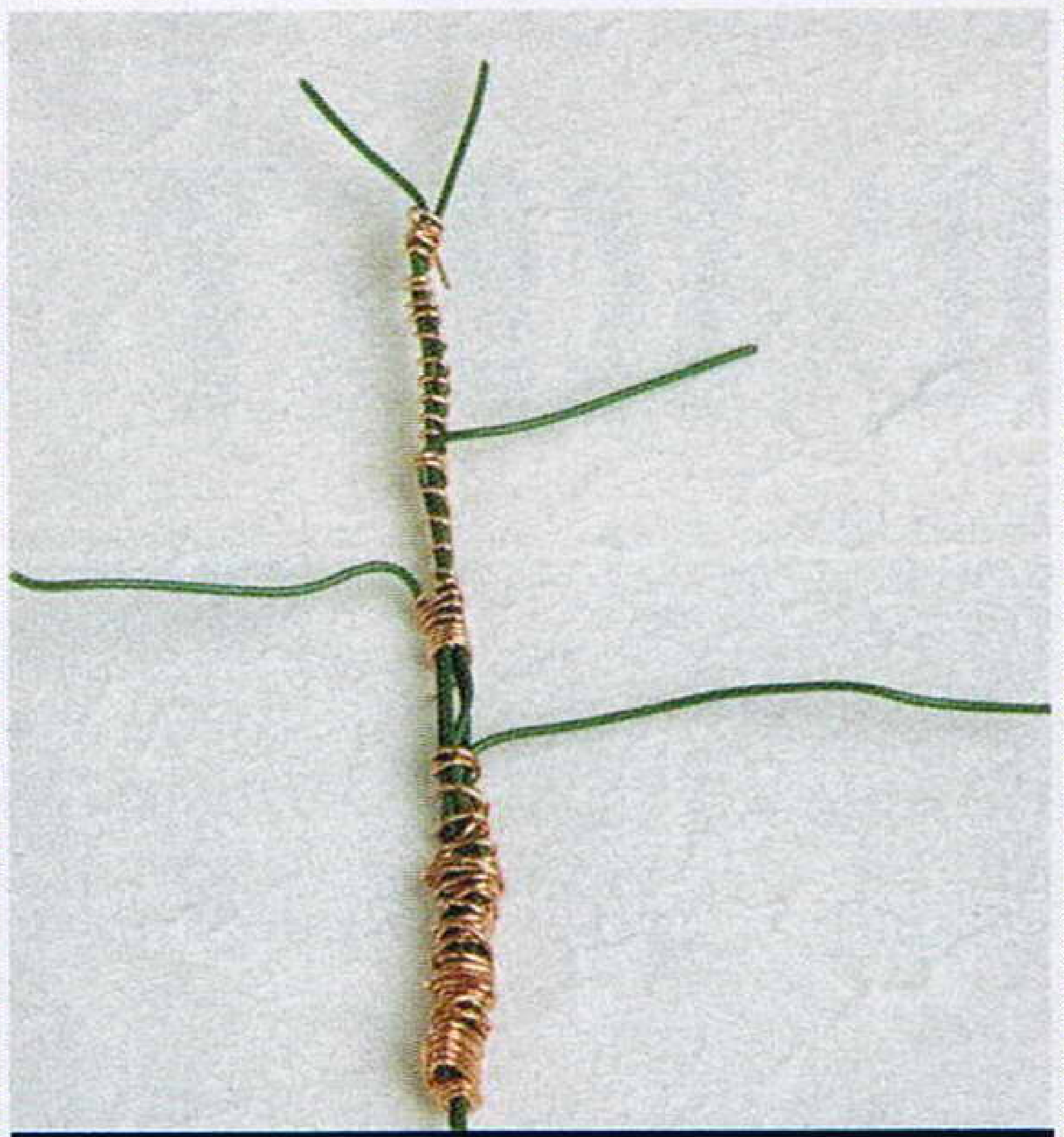
For really scary trees, Alfonso recommends this method. Of course, he did so over halfway through the first bottle of rum, so....


Trunk with applied papier-mâché.

1. Take a piece of styrofoam for the base of the tree and shape it as desired. Common shapes include a small hill, old stonework, and so forth.

2. Make the framework for your tree. Alfonso used 18 gauge paper stem floral wire. Take one 18" length of wire and cut it into three pieces. Place them in the rough shape you want for the trunk and tie off the top with a piece of 26 gauge wire.


Creating large branches.


Creating medium branches.

3. Using the instant papier-mâché, make the general shape of the trunk and allow it to dry. Note that using instant papier-mâché takes a long time to dry.

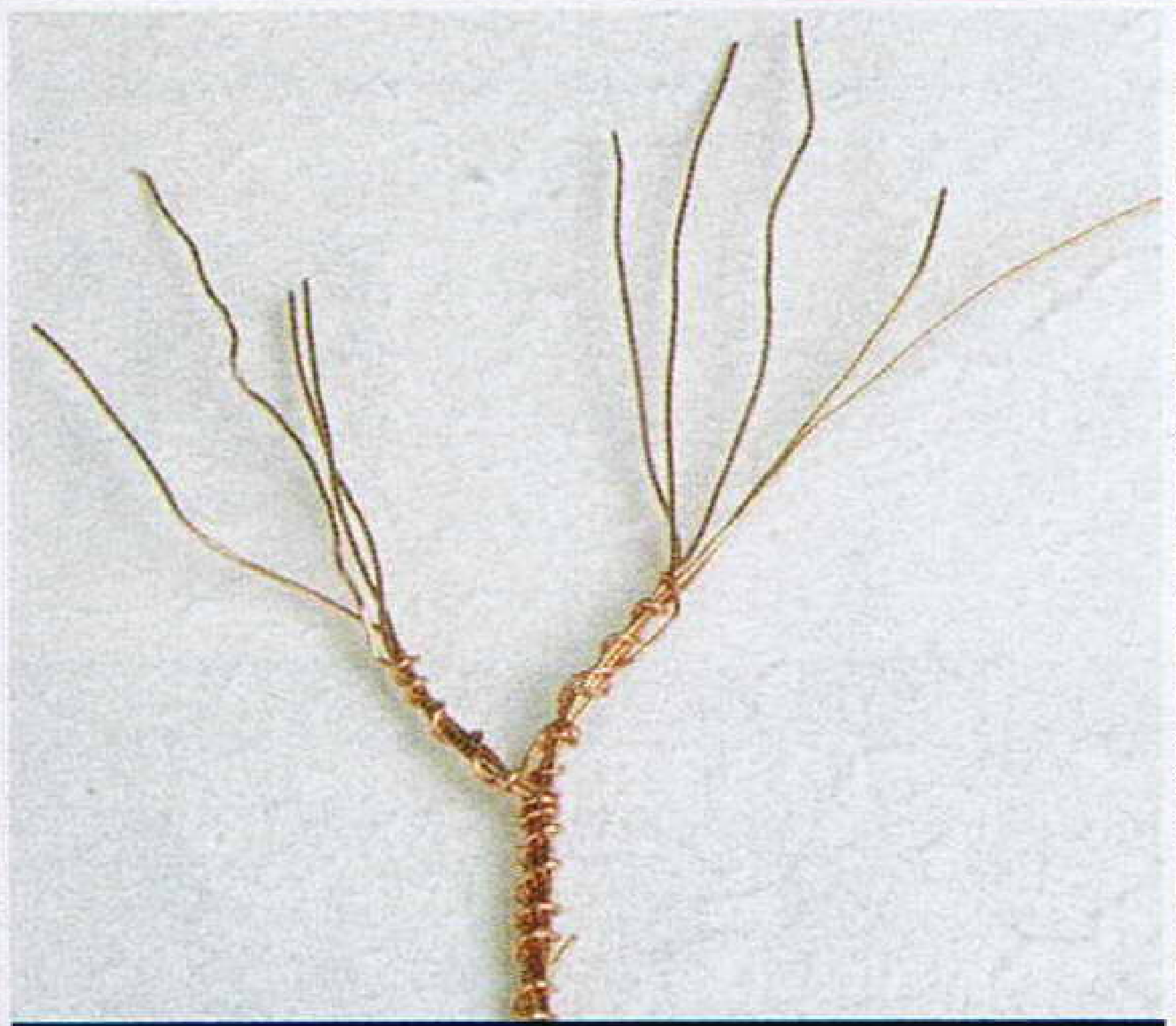
4. Make your branches. For large branch sections, start with the 18 gauge wire. For medium branches, take 5 different length pieces of 22 gauge wire. Make sure one of the longest wires has at least 1/2" hanging down from the rest. Wrap the branch with 26 gauge wire from the bottom to the top, randomly pulling out ends of the center wires to create smaller branches. Do not make it bulky.

MAKESHIFT DRYING OVENS

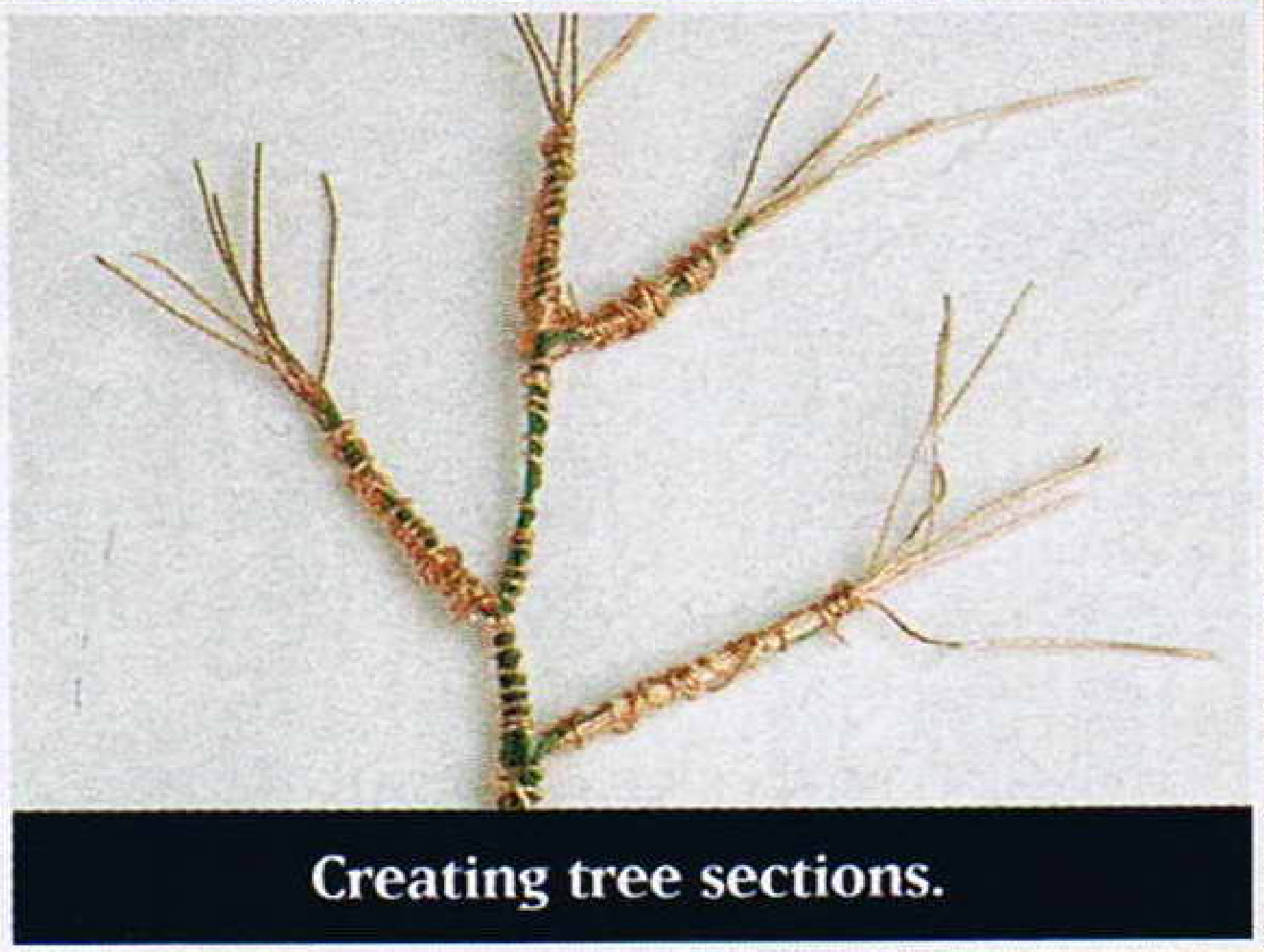
In a fit of genius or insanity, Alfonso made a small oven to help with the drying process. Cut off one side of a cardboard box. Cut two small 1" x 1" square holes on the opposite side. Place the tree trunks in the box and place a small ceramic heater at the open end. With the oven, the tree trunks will be dry on the outside but still soft internally in roughly two hours.

NEVER LEAVE YOUR OVEN UNATTENDED. If you need to leave the oven for any reason, turn off the heater and unplug it. This will add to the drying time but will not harm your project.

5. Create small branches from 26 gauge wire use the same method as in step 4. The center wires should be 2: to 3: inches long. Make 5 to 10 of these sections.


Small branches.

6. Attach the small branch sections to the medium branches, using the 26 gauge wire to wrap them together. Start at the larger branch and wrap up and around the smaller branches, then back down. Remember that the more small branch sections you have, the more convincing your fall or winter tree will be—a good ratio is two or three smaller branch bundles for every branch off the tree limb.

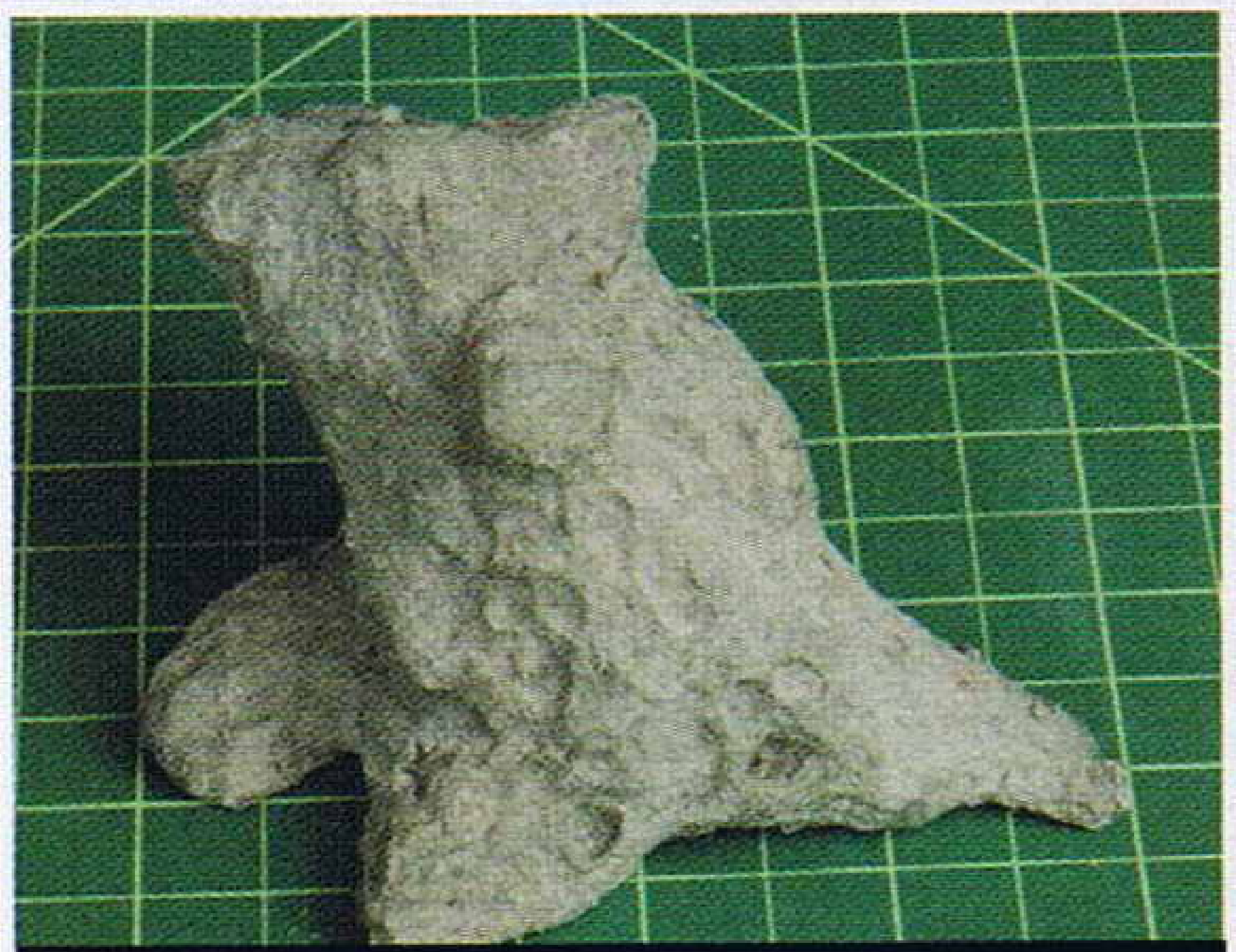


Creating tree sections.

Use the same process to add the medium branches to the large branches. Take the extra 1/2 of wire at the bottom of the medium branch and wrap it around the large branch to anchor it, then wrap all the connecting sections with the 26 gauge wire.

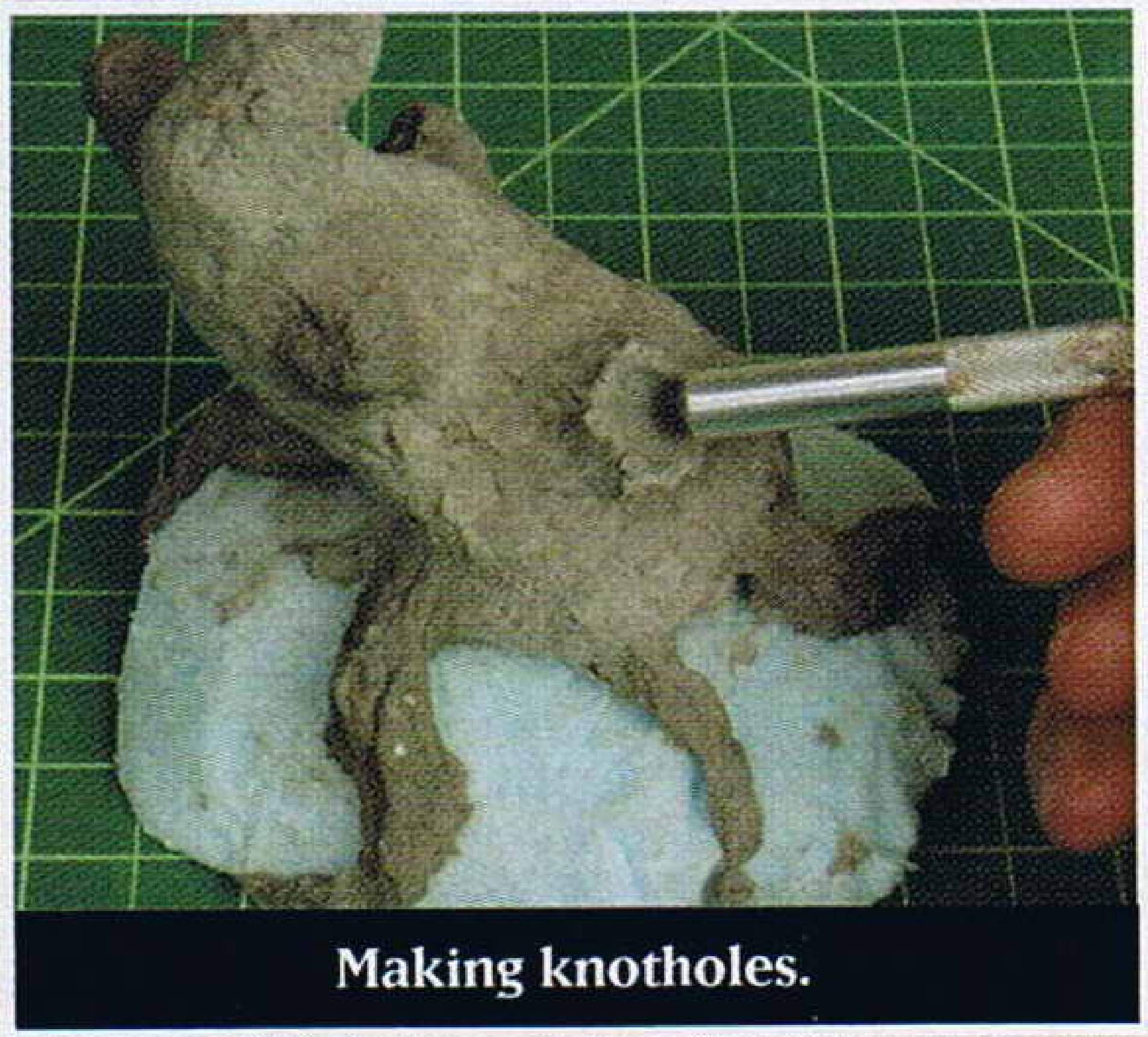
7. When the trunks are dry to the touch, mix more papier-mâché and add small bumps wherever you want a branch or a knothole. When you've finished, put them back in the oven to continue drying.

8. Once the lumps have dried on the outside, select a potential knothole. Cut off the desired amount using a hobby knife or saw. The interior should still be soft. Take the handle of your hobby knife and use it to push in the soft section between 1/16" and 1/8". Vary the size of the knotholes, but don't push them in too far. Put the tree trunk back in the oven to finish drying.



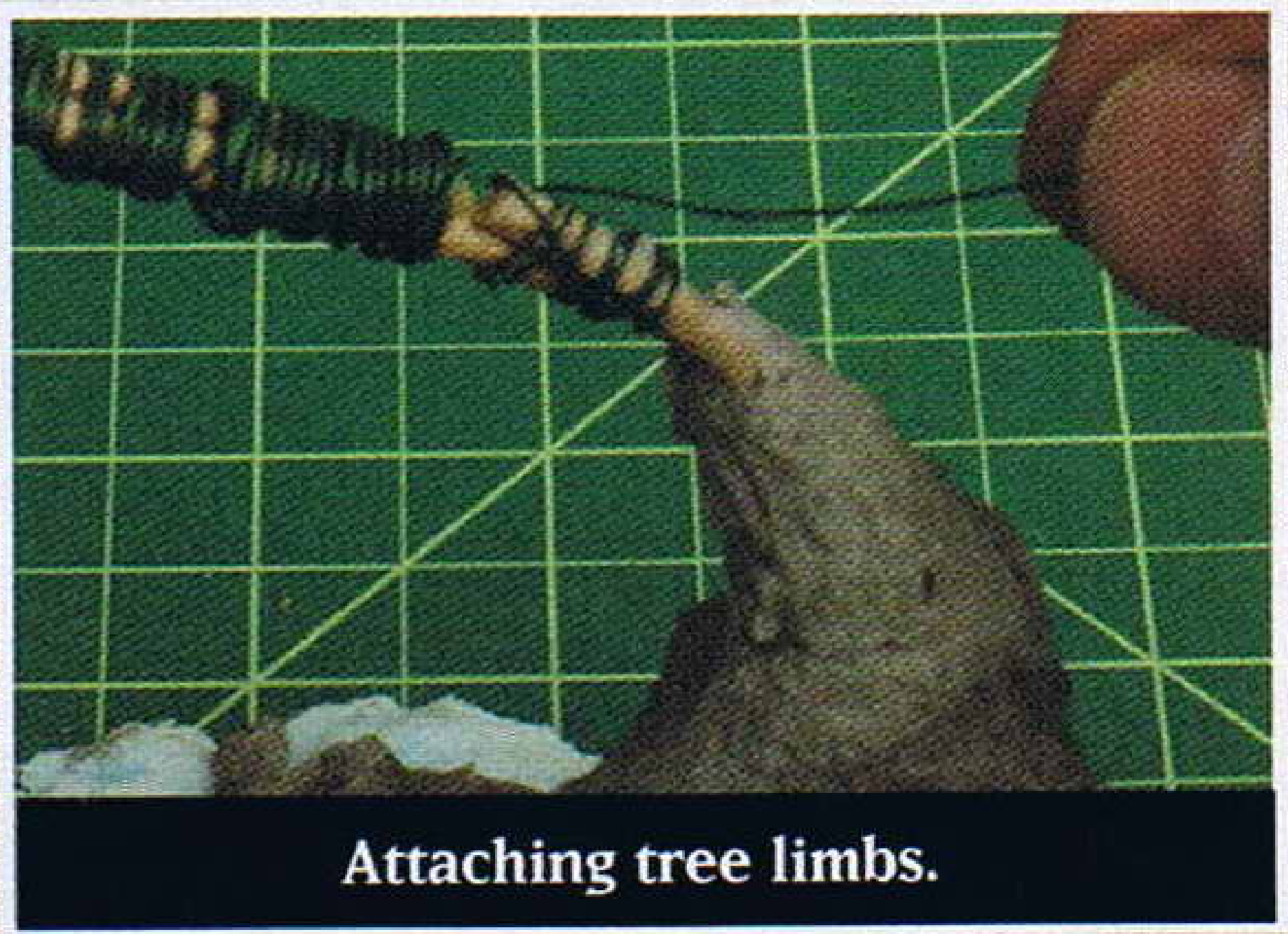
Shaping the trunk.

9. Now that the tree trunk is fully dried (it's okay if it's still a little soft in the center), it's time to add the branches. On top of each lump you chose for branch positioning, place one of your branches. Use the extra 1/2" of 18 gauge wire at the bottom to insert into the tree trunk at the top of the lump, then use 26 gauge wire to wrap the tree limb and the lump on the trunk to which you're attaching the branch. If you need to tie the branch onto the trunk with more wire, that's okay.



Making knotholes.

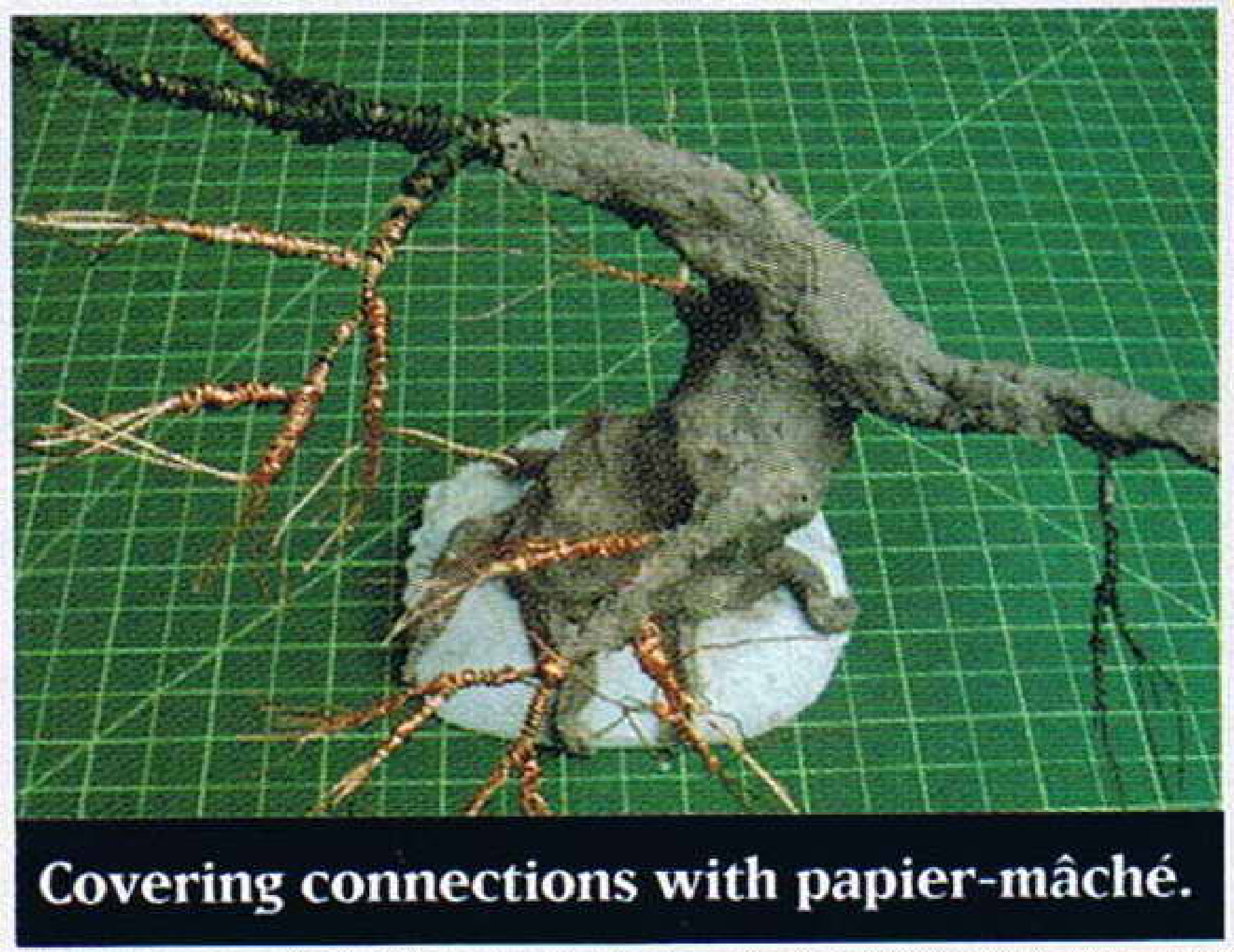
10. Make some more papier-mâché and place it on the connections. Run some of the papier-mâché up the branches for a stronger bond. Cover any wire used to anchor a branch to the trunk. Let dry.



Attaching tree limbs.

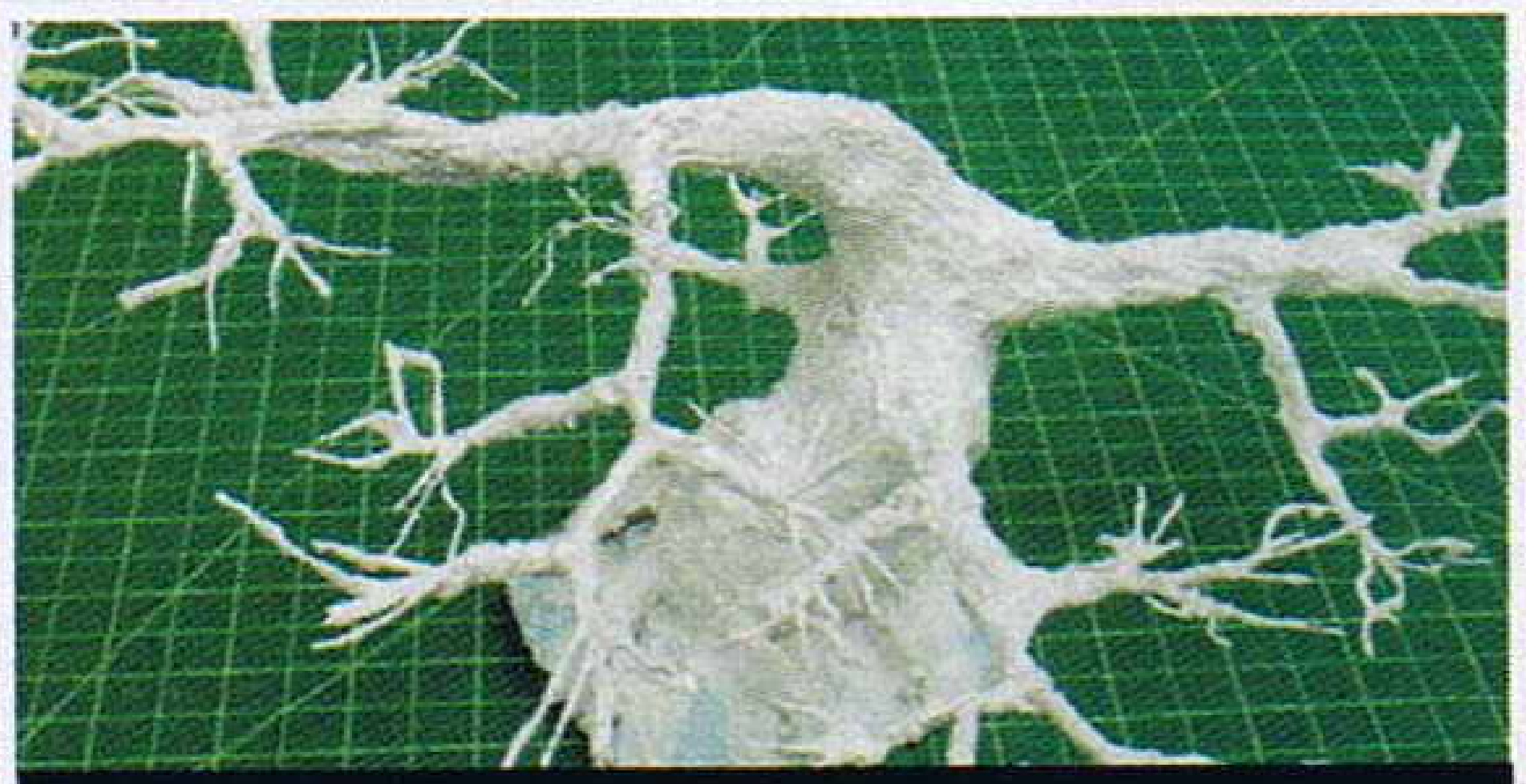
11. To add bark, mix 1 part water to 2 parts spackle in a small container, such as a yogurt cup. Use the 1" paintbrush to brush it on. Once the tree is covered, take your old toothbrush or wire brush and drag it down the tree to give it texture. Be sure to have water nearby to rinse your brush every few strokes. Let dry.

12. To paint your tree, hold it upside down and start with the underside of the branches first, then paint the top branches and trunk, especially if using a spray paint or airbrush. Choose colors depending on the species you want to make and the season. In the example, we use a base coat of burnt umber, drybrushed with burnt sienna.



Covering connections with papier-mâché.

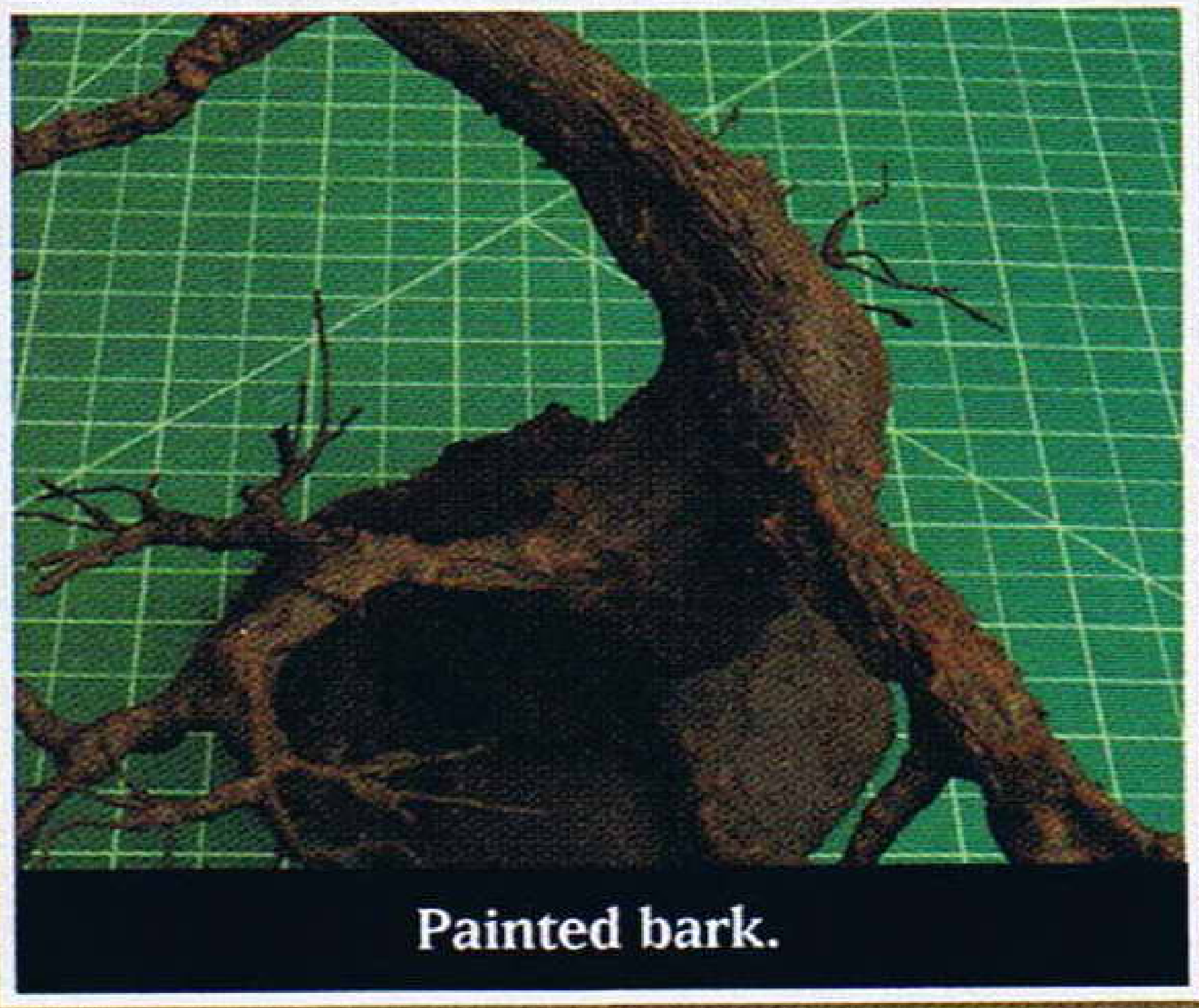
For moss, Alfonso recommends using blended fine turf for its variety of colors. Apply it with white glue and just sprinkle it on (over a newspaper, naturally).



Trunk with branches attached.

13. When you flock the top of the tree, keep the season you chose in mind; fall will have autumn colors and be more sparsely covered. A winter tree must have double the amount of small branches or it will not look right, while a late spring or summer tree doesn't need many at all.

For fall, take very fine strands of polyfiber and place them over the twigs for a sparse look. Start with only the lower branches. Now use the colored coarse turf and sprinkle it on until it looks the way you want.

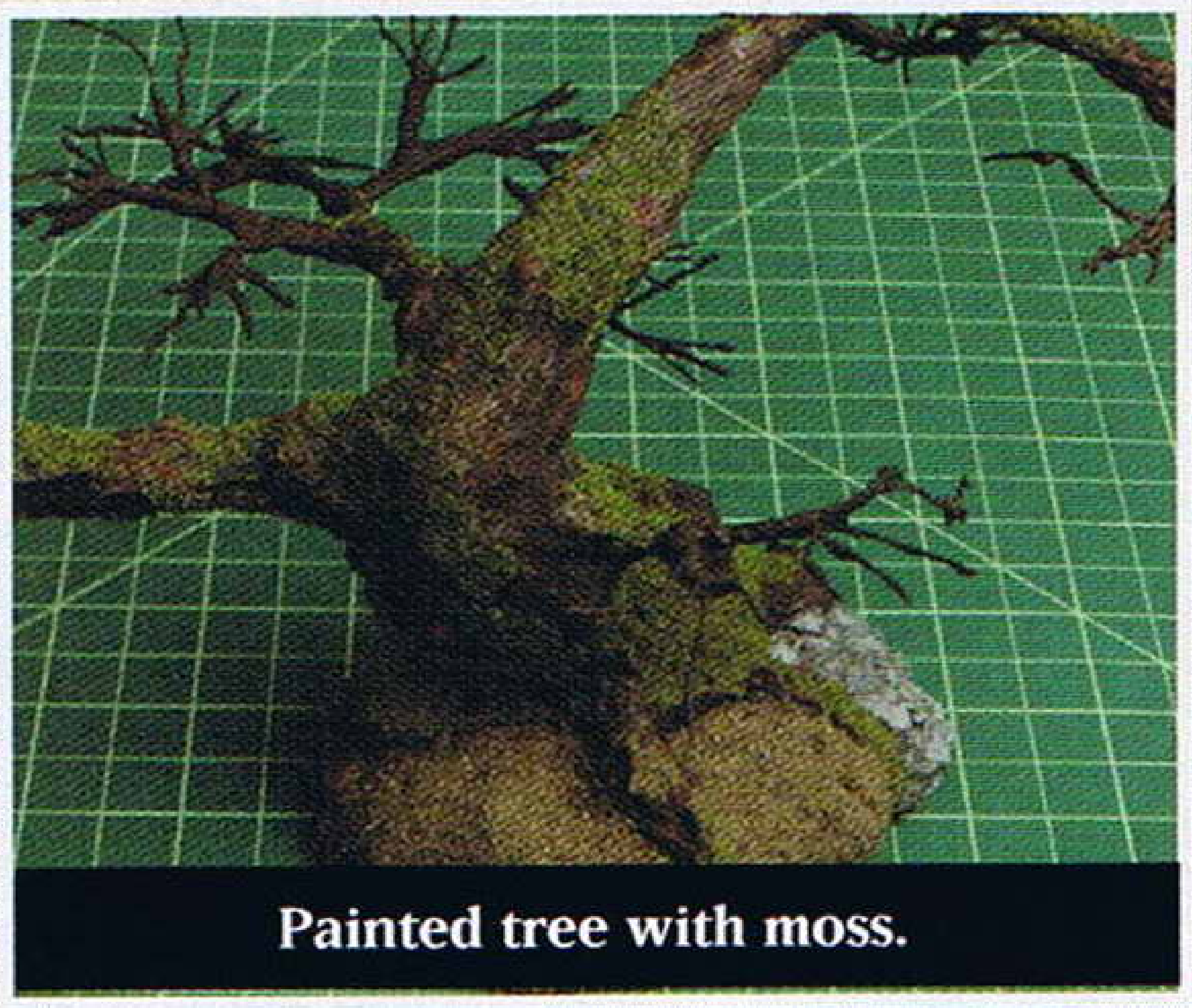


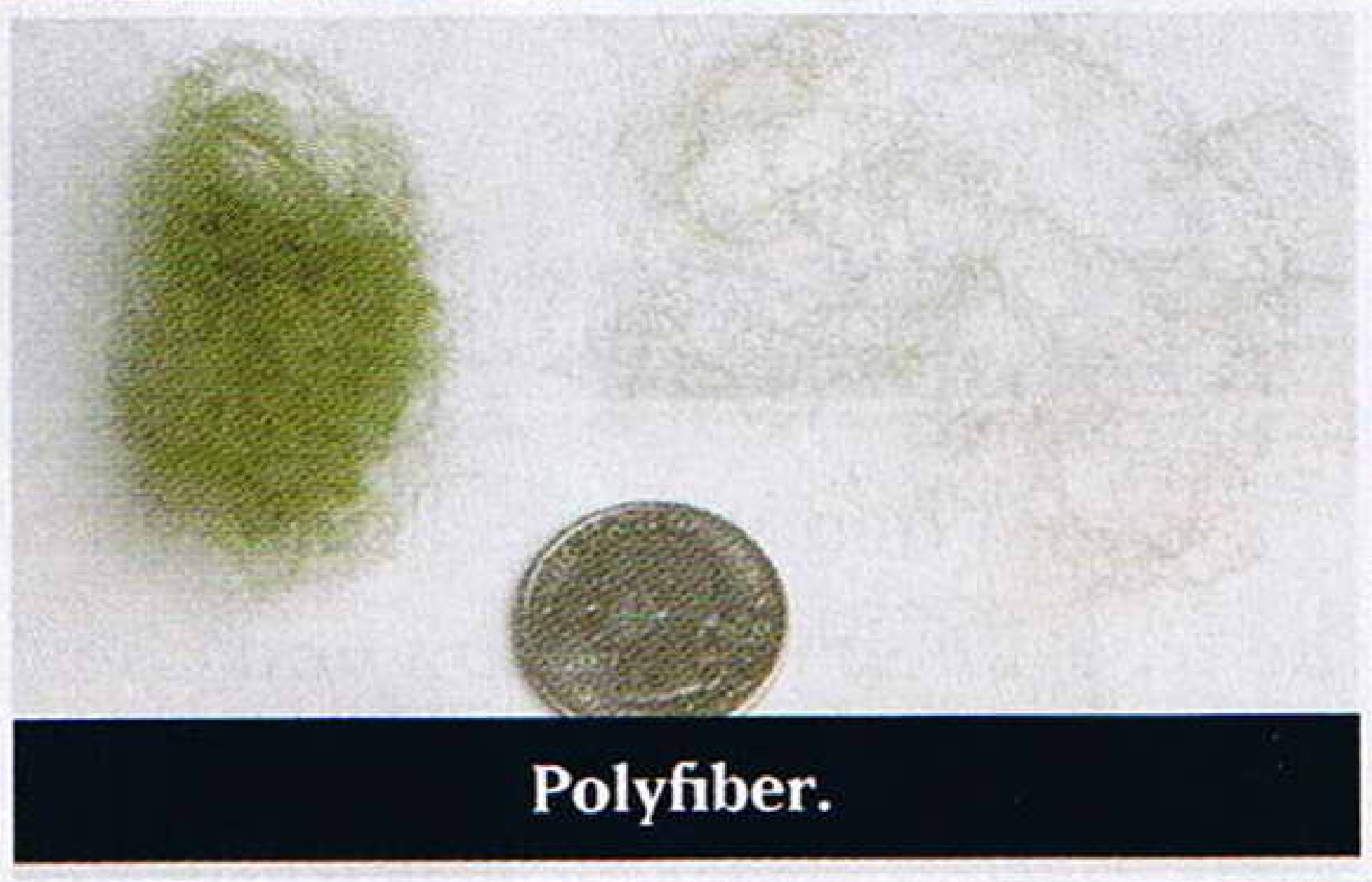
Painted bark.

Move to the next highest level of branches, and repeat the process until all the branches are done.

Once the tree is complete, use a glue wash in a spray bottle to adhere the flock, keeping the bottle 1 to 2 feet from your work.

No graveyard is complete without tombstones, so naturally you'll need to include them. Luckily, they're simple and fun to make.


Painted tree with moss.


Polyfiber.

Essentially, tombstones are simply thin layers of foam core and mat board on a foam core base. From the bottom up, make each layer roughly 1/8" smaller all around than the piece below it in order to give it a nice border effect. All the tombstones shown here were created using the same process; Alfonso merely varies the size of the pieces to make them look different. Don't forget to make some crypts to give cover for jacks and warbeasts, using taller pieces of foam core or foam insulation.

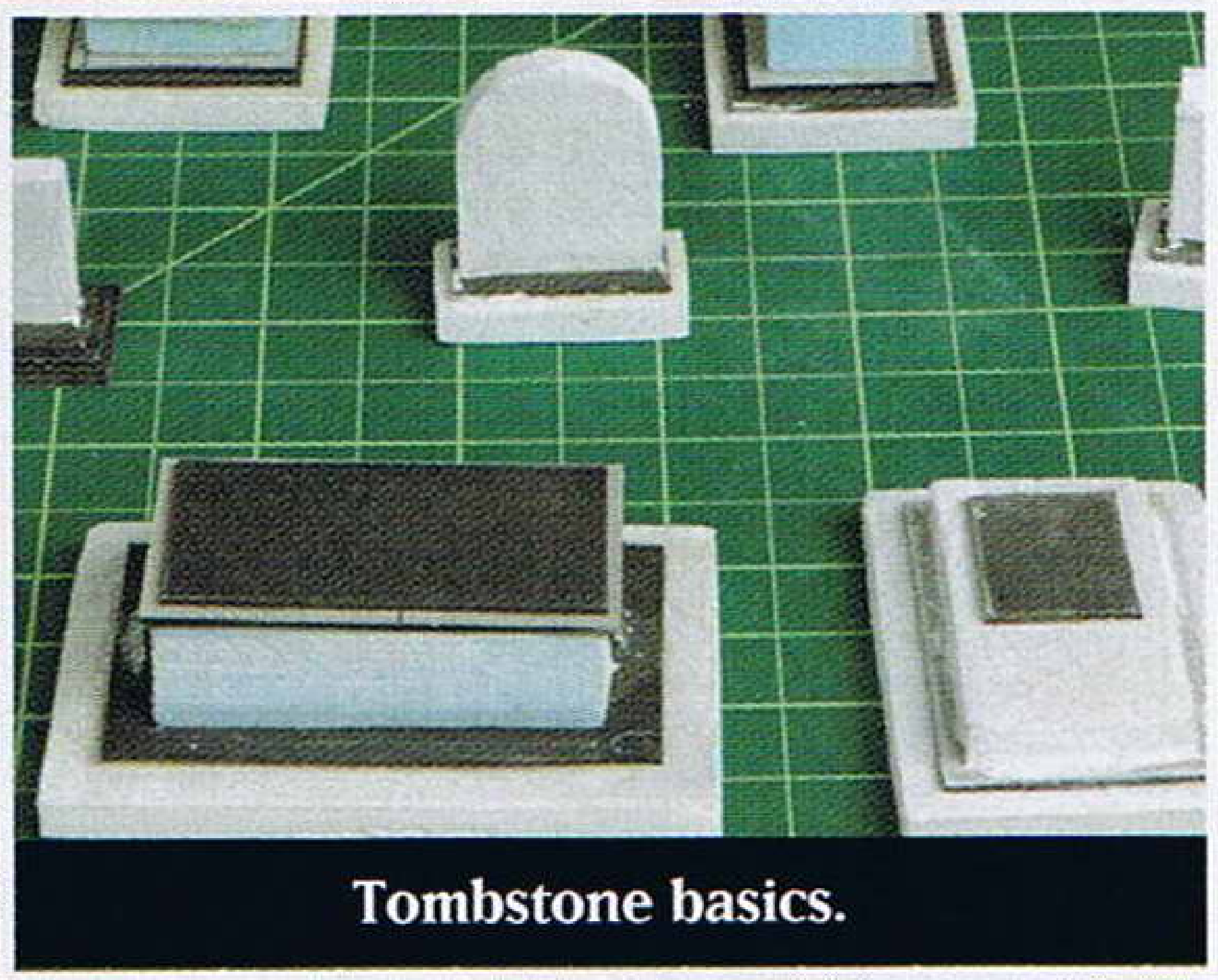
TOMBSTONES

MATERIALS

- Foam core
- Mat board
- White glue
- Carpenters glue
- Spackle
- 210 grit sandpaper

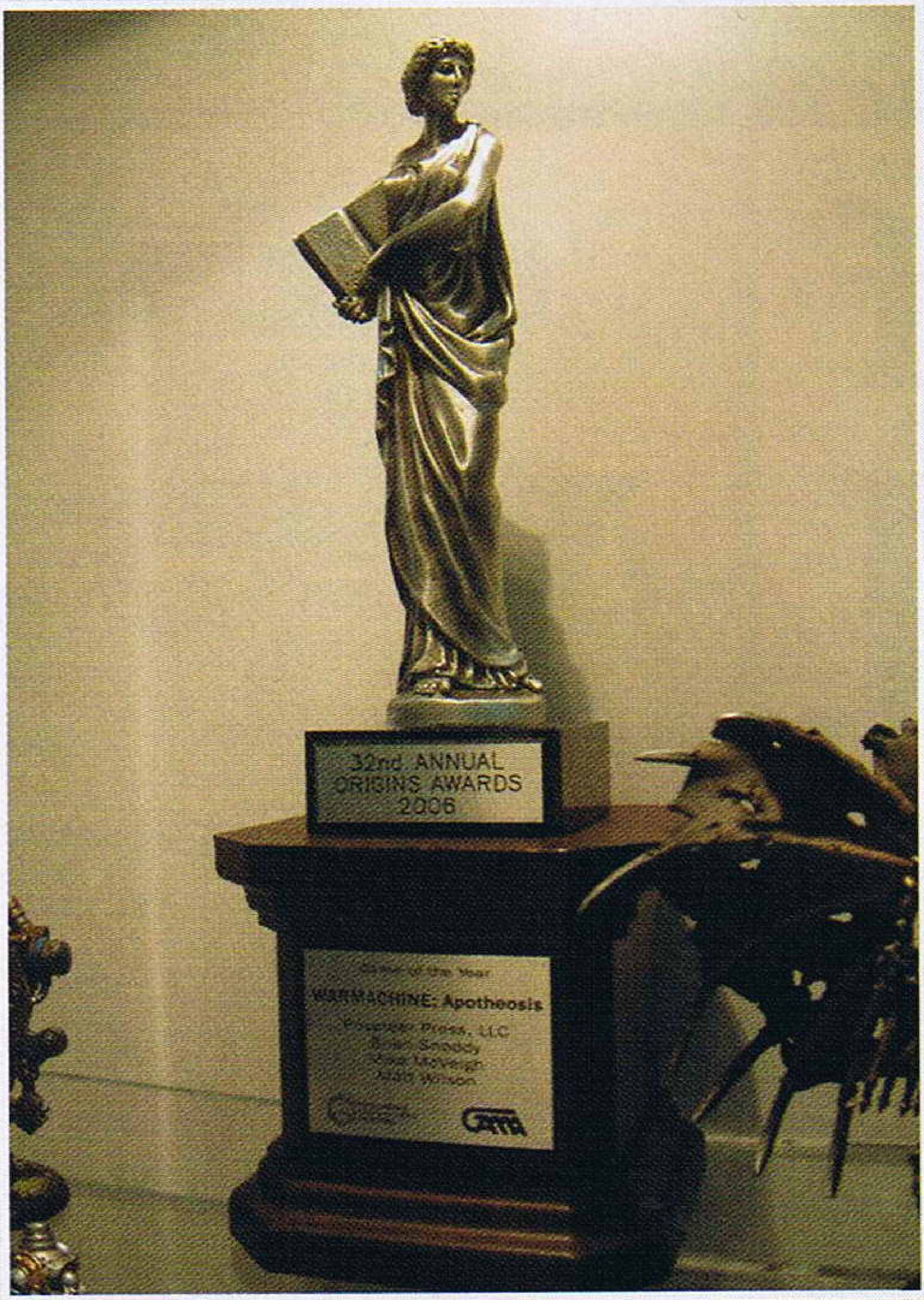
Once the pieces are assembled, cover your foam core pieces with a thin layer of spackle. This gives your tombstones a finished appearance. Let the spackle dry, then sand it with some 210 grit sandpaper for a smooth finish. Once that's done, you're ready to paint.

And there you have it! With a decent number of spooky trees, tombstones and buildings you'll have a great graveyard battlefield. Just be sure to let the dead rest in their 'pieces' for you never know where Cryx might be lurking. If you want to add an additional building for your graveyard, check out **http://www.privateerpress.com** webextra for how to build your own masoleum.


Tombstone basics.

ORIGINS REPORT

by **Nathan Letsinger**



It's been a banner year here at Privateer Press. Since our last trip to Origins, we've moved into larger facilities to meet your need for more metal, seen a record number of WARMACHINE tourneys world-wide, and in the spring unleashed HORDES to let you express your unbridled aggression on the tabletop in a whole new way. With the unmitigated enthusiasm of the players and cool new stuff rolling out of Privateer, there's never been a better time to be a player of Privateer Press games. And we see the proof at every convention we attend.

Origins marks the beginning of our summer convention schedule, and given the frenzy our players have been generating in the past 12 months, we decided to show up in force. We arrived with our largest presence ever at Origins. It's a good thing too, since we were nearly overwhelmed on the first day with both new folk looking for demos and seasoned vets arriving to get their hands on the new character solos from Superiority.

WARMACHINE

Our presence at Origins only certified the fact that we have the best players on the planet. The night before the convention started, nearly 60 players descended on our tables to play in WARMACHINE and HORDES tournaments. That's the night before the convention, people. Is there any doubt our players rock? We'd like to give a hardy Privateer salute to all the players that showed that week and for playing like you've got a pair!

PRIVATEER PRESS
WARMACHINE

Those who couldn't make to Origins were still key in our success at the Origin awards. At last year's Origins, we released the highly anticipated first issue of No Quarter Magazine, and a short year later, it was nominated for Best Non-Fiction Publication in the industry. As proud as that made us, it was your vote that won us Gamer's Choice for Best Miniatures that we really love. Thanks to your overwhelming votes, we took Origin's Game of the Year. That's right. Now you have license to tell the world what you already knew—you're playing the best game on the planet. Now go out there and find some fresh blood for this unstoppable juggernaut, and, as always:

Play Like You've Got A Pair!

The Birth of FORMULA P3

By Mike McVey

Many of the key faction colors are provided in two shades—these can be intermixed to provide a wide range of shade and highlight possibilities.

Painting miniatures has always been something of an obsession with me. I first dipped a brush in a pot of paint over 25 years ago, when I was thirteen years old and had just discovered the existence of metal gaming miniatures. In those days, the paints were little metal tins of enamel and I had no idea what I was doing—and I mean no idea. I remember painting an ancient cave man miniature, which I mistook for a troll and painted green with purple hair...

Ever since, miniature painting has never been far from my mind, quickly turning from a hobby, to an obsession, and finally a way of life, when I became one of the first professional painters in the industry back in 1987. Since then, the painting hobby has radically transformed. So have the paints. Long gone are messy, smelly enamels, replaced with clean, fast-drying acrylics. Soon after entering the industry, I became involved with the design and development of miniature paints. In the last eighteen years, I have worked on no less than five ranges of paint—two of which have formed the mainstay of the hobby.

What is FORMULA P3?

Privateer Press Paints!

If miniature paints already came such a long way, why P3?

Like I said, I'm obsessive and like things to be just right. Over the years, I have been in the fortunate position to work directly with the best development labs in the industry, creating the finest miniature paint possible. I firmly believe that FORMULA P3 is that paint. You might accuse me of being biased – and of course I am—as I also believe that Privateer Press is the best miniatures company in the world! We never release products we didn't believe in and FORMULA P3 is no different.

What's so different about this range from all the others out there?

Well to be honest, it's not so much different, just better.

Better opacity. This is the way the paint covers the surface. Some brighter colors, such as primary red, traditionally have bad opacity. Not with FORMULA P3. Have a go with Khador Red Base and you'll see the difference. Even over black undercoat, it covers incredibly well while still retaining brightness of color. The majority of colors need only one coat for total coverage, even when thinned.

Smoother application. No grainy or chalky pigment here—FORMULA P3 goes on like liquid silk! The finish is ever so slightly satin, which means that it's harder wearing when dry. Paints that are dead-flat, matte finish tend to wear off edges easily and pick up dirt.

Better technical characteristics. No, I'm not trying to blind you with science here. It's just a complex way of saying that they make your life easier. They don't "split" (this is when the pigment separates from the carrier) when you thin them with water. They are also a dream to blend with – no need for drying retardants or flow extenders.

Longer life. I'm still painting with some pots of FORMULA P3 that I cracked the seal on years ago (yes, they have been in development for that long). Keep the lid tight and they will last you for a long, long time. There is also very little or no separation in the pots. It's always a good idea to give them a quick shake before using. It's not vital, however, and there is certainly no need to put any "agitators" in there to mix things up.

All of this translates into a better product, one that is easier and more effective to work with, for every level of painter. You may think from the initial release that FORMULA P3 is aimed at beginners. While it's certainly true that giving new painters base and highlight shades of key colors is going to make their lives easier, it goes further than that. These colors are designed to intermix, giving endless varieties of shade and highlight tones that should satisfy the most obsessive painting freak. They can be further mixed with other colors and inks to create any effect you want.

Where does FORMULA P3 go from here?

Onwards and upwards! These six sets are just the start of the FORMULA P3 line. We are building a range of colors that includes everything to paint your miniatures. We're keeping it nice and compact, though, somewhere between sixty and eighty colors. There are specific colors (those that are difficult to mix and can't be easily highlighted) in two shades, but those shades are far enough apart to give you a huge variety of options.

So do I really think that FORMULA P3 is the best miniature paint there is? Absolutely. It's been literally years in development, and trust me when I say that there is going to nothing else on my painting desk from now on.

The miniatures shown on this page are painted using the paints found in the respective faction sets and the Iron Kingdoms set, to show what's possible with a very limited palette of colors. Of course for even better results, extra paints from the P3 range and artist inks can be intermixed.

MODELING AND PAINTING

By **Mike McVey**, Miniatures Director, Privateer Press
Miniatures painted by **Alison McVey**, **Mike McVey** and **Ron Kruzie**

CHARGE!

PAINTING CAVALRY IN THE IRON KINGDOM

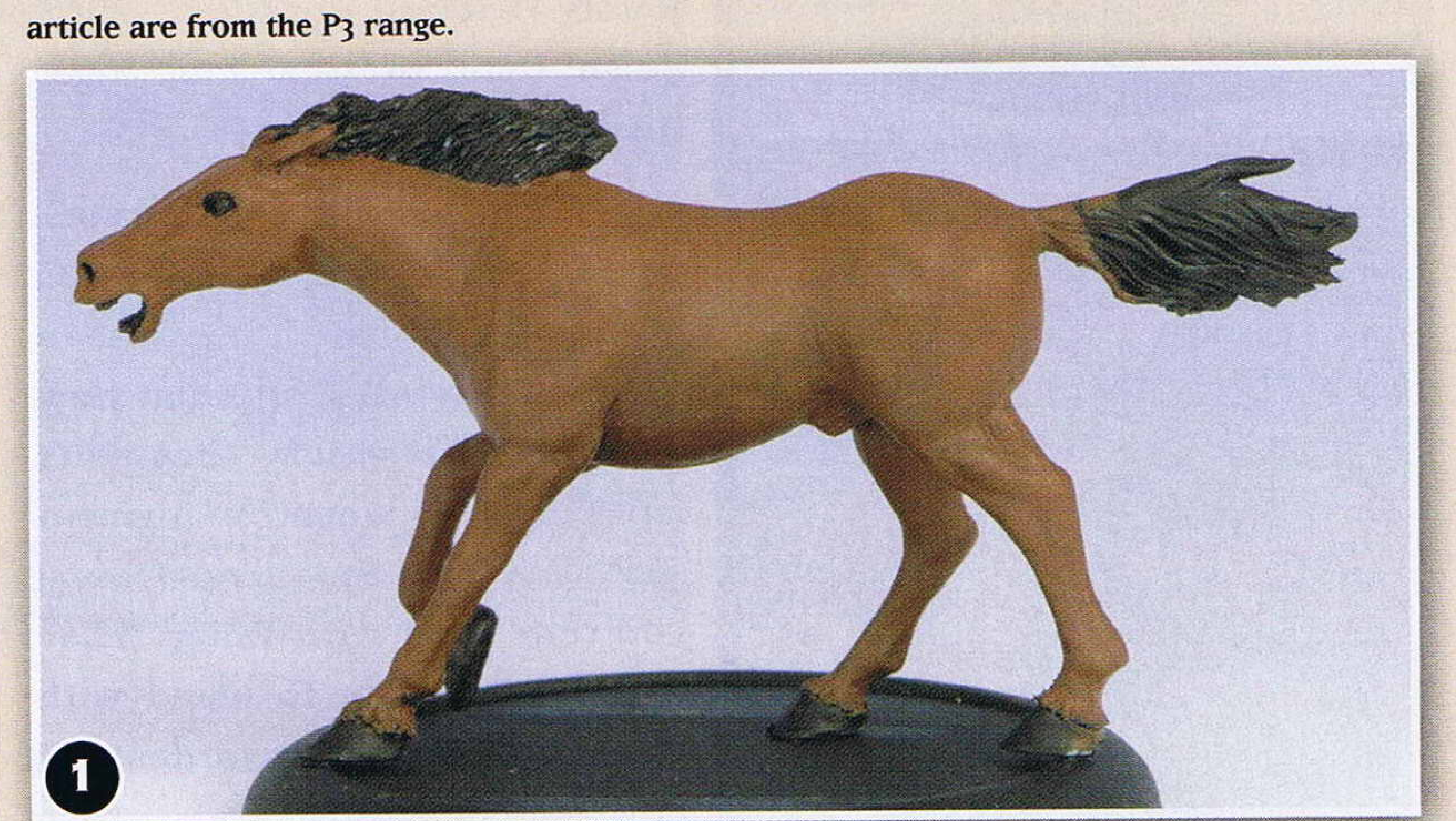
September sees the release of cavalry for each of the WARMACHINE factions, which brings a fresh set of painting challenges to player and collector alike. Cavalry not only strikes fear into the heart of your enemies on the battlefield, but also in you when they lay unassembled on the painting table. In this article, we look at some general assembly and painting tips, and each of the factions in turn to see how you can make the best of this potent addition to your WARMACHINE armies.

GENERAL ASSEMBLY

As with any miniature, the first step is to clean and assemble the pieces. While this is no different in principle to any miniature, there are a few tips that make the whole process easier for cavalry pieces. All the separate components should be cleaned to remove mould lines, flash, and vent marks. Some of the horse bodies have an extra tab attached to the legs. This is just to help with the casting process and can be clipped away neatly from the hoof. Any marks left on the surface should be carefully filed clean. As always, when you are cleaning the components, make sure that you pay particular attention the pieces that are to be joined together. Even if there are no mould lines present, you should file the surface smooth—this not only gives a better contact, but also removes the oxidation and gives are far stronger bond.

Palomino

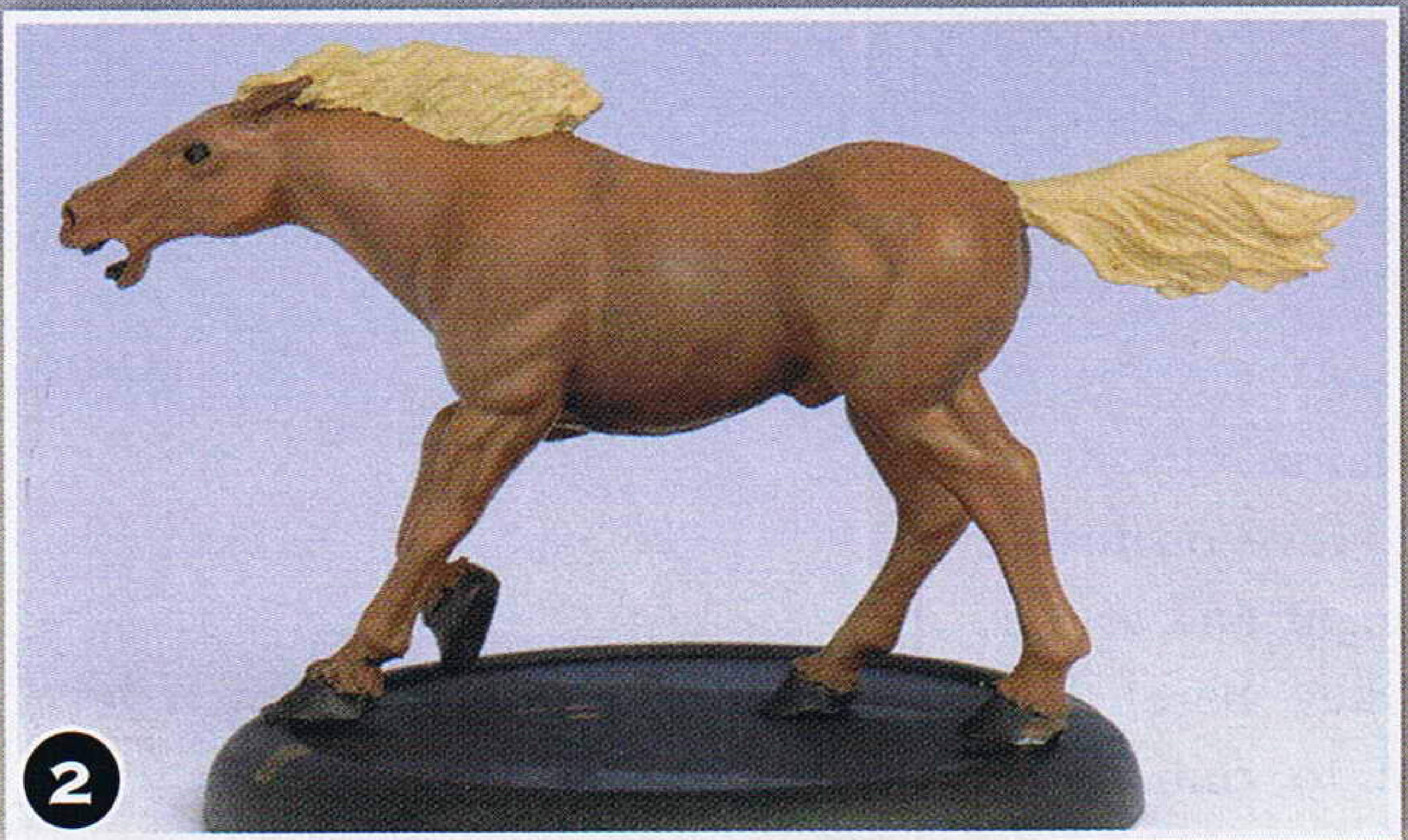
Palominos are tan or golden colored horses, with pale or white manes and tails. It's a particularly attractive color for painting miniatures as it gives a nice contrast. The paint names given in this article are from the P3 range.



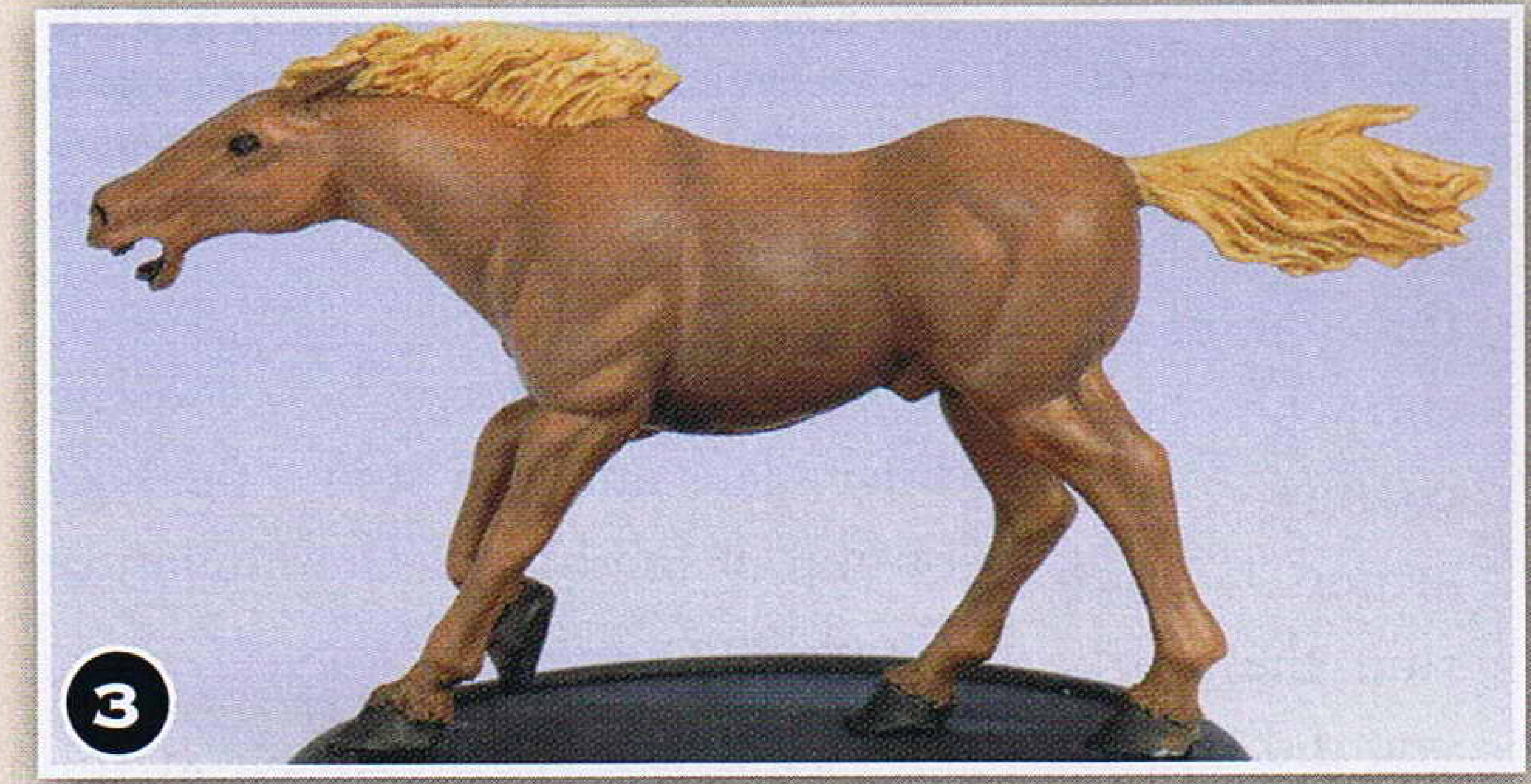
The whole of the horse body was given a base coat of Bloodstone over a black undercoat. The mane, tail, hooves, mouth and eyes have been left black.

While it's not essential to pin any of the pieces, it's a good idea to strengthen some of the joins to ensure the figures can stand up to the rigors of war, not to mention taking them in and out of carrying cases! This is most important with the lance arms joins—the lances are so long that they act like levers on the small shoulder join. The addition of a small strengthening pin makes them far more durable. It's also smart to add a pin between the horse and

FIND MORE MODELING AND PAINTING TIPS AT WWW.BRUSHTHRALLS.COM


2

The first highlight tones have been added to the body. Note how these have been added along the back and to the tops of the muscles, leaving the underside dark. This gives a more natural look. The highlight tone is a mix of Bloodstone and Rucksack Tan. The mane and tail have been given a base coat of Rucksack Tan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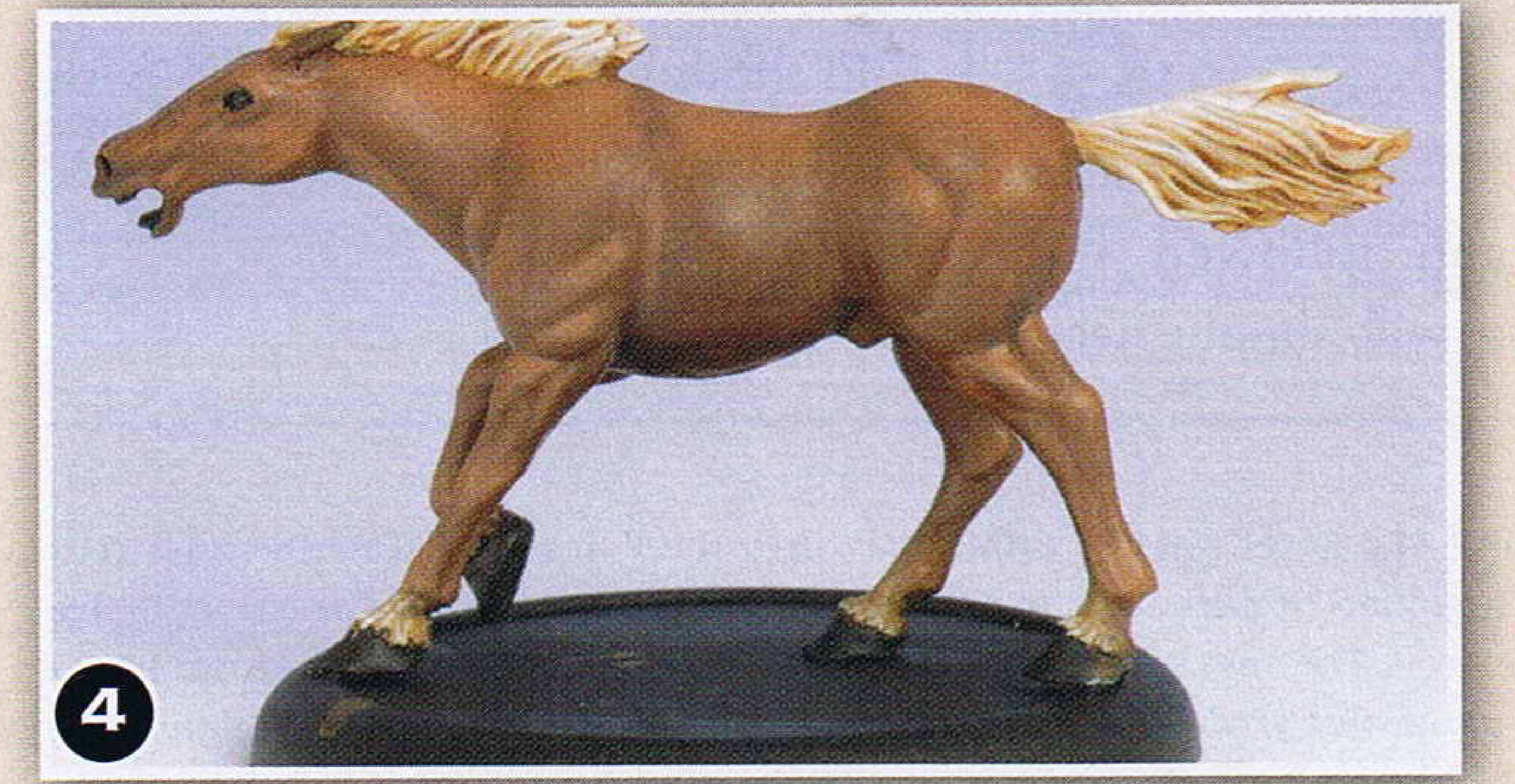
The next layer of highlights have been applied—these follow the pattern set with the first highlights, but are applied to smaller areas. They color used on the last highlights has been further lightened by adding more Rucksack Tan. The mane and tail have been washed down to bring out the details. The wash was a mix of yellow and brown ink, with just a spot of Rucksack Tan and Matte Medium added.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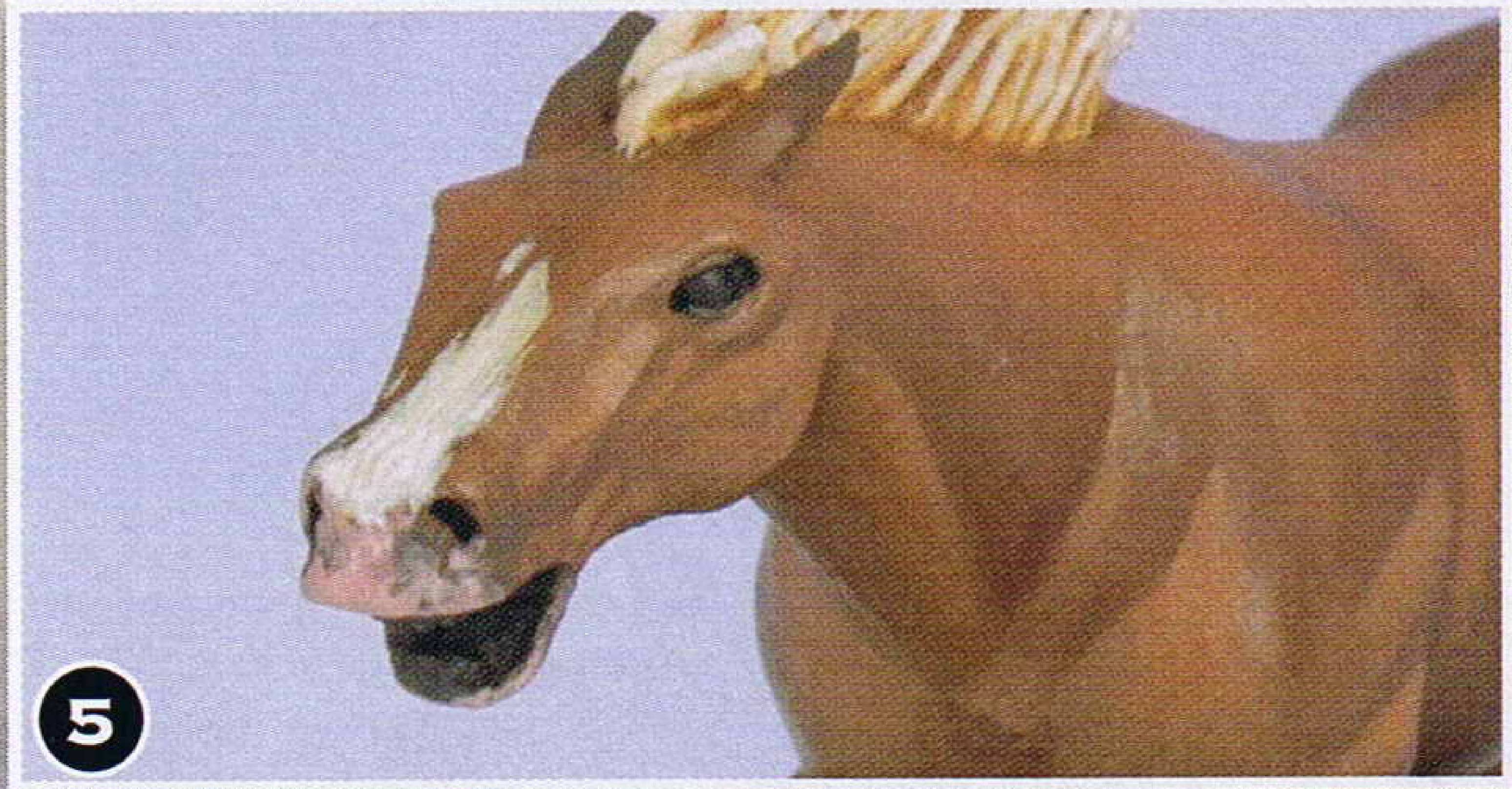
The mane and tail are highlighted, leaving the wash color showing in the recesses to define the shape. The highlight color is a mix of Rucksack Tan and Menoth White Base, applied mainly to the tips of the hairs. The same color is added to the area above the hooves.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Details are added to the head. The blaze is painted in with Menoth White Base and the muzzle is painted with Khardic Flesh.

rider—this not only strengthens the join, but it gives something to hold on to while painting the rider. This neatly brings us to the next tip. Keep the rider and horse separate for painting and assemble them when finished. Believe me on this, it's far easier! You can glue the rider to a base at the feet, with a long pin for strength, or you can use a pin-vice to hold them in place. Before you glue a long pin into the rider, make sure you have a matching hole on the back of the horse, that way you will just have to clip the pin down and the rider will fit neatly in place.

Regardless of which faction you're working on, you'll find that you'll have to do some filling. Due to the way the miniatures are split up for molding and casting, there will be a join line that runs along the spine, between the legs and the length of the belly. The head is a separate piece joined at the base of the neck, although this join is typically hidden with armor on some miniatures. There are brief step-by-step photos shown in the article to show you the best way to tackle any filling that needs done.

CRYX CAVALRY

Of course there is always an exception to the rule. The Cryx Cavalry is different from the other factions, in that the mount and rider are a single piece. The body is one piece with the legs removed on one side for molding and casting reasons. You should find that the legs fit right on and need only minimal, or no, filling at all. Because they are a single piece, it's also easier to assemble fully before painting. The Cryx Cavalry don't carry long lances, so it's not required to pin the arms in place. It does make for a far stronger join however, so if you have the time you should probably do it.

PAINTING

Once the figures are cleaned and assembled, you can get going on the painting! For the purpose of clarity in this article we are using one of our "naked" horse masters (the sculpt before the armor and equipment is added), to demonstrate the techniques and colors used. This allows us to concentrate on painting the horse itself, without worrying about painting the rest of the figure.

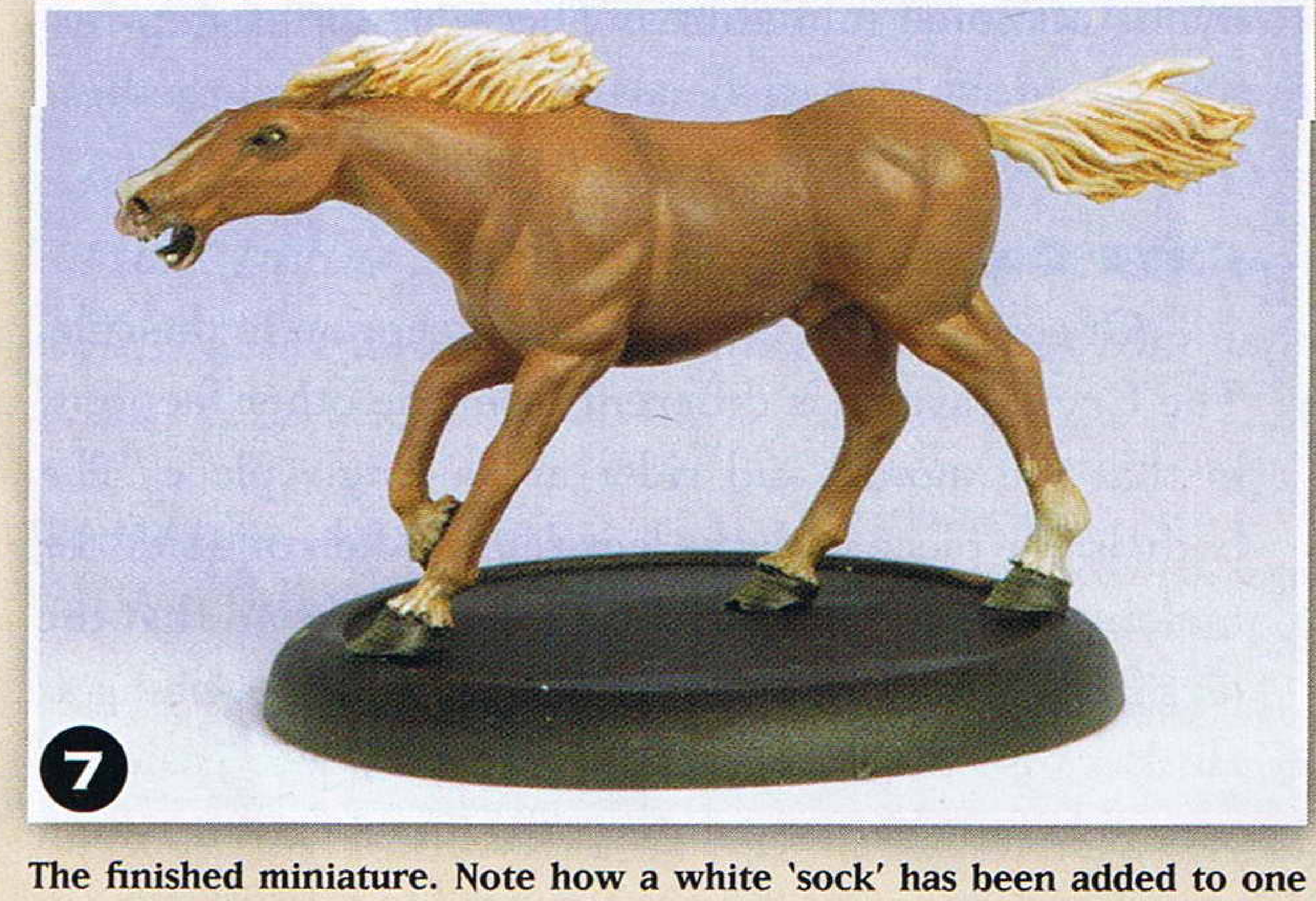
PAINTING THE DIFFERENT FACTIONS

All of the techniques used here can be applied to the different factions—just vary the colors you are using. You can use any color you like for the horses of each faction, but it's a good idea to have some sort of overall look in mind that fits with the general color scheme. For example, you might decide to paint the Ulan cavalry as bright Palomino horses. This wouldn't fit in well with the overall Khador color scheme and would probably be suited better to

Protectorate cavalry. Of course, you may have an alternate faction scheme in mind. All I'm saying is, choose a color for the horses that fits the scheme and feel of the faction you are painting.

I have already said that it is easiest to keep the riders separate from the horse for the purposes of painting. On the surface, it seems as though you have twice as many miniatures to paint. Trust me—it's much easier this way.

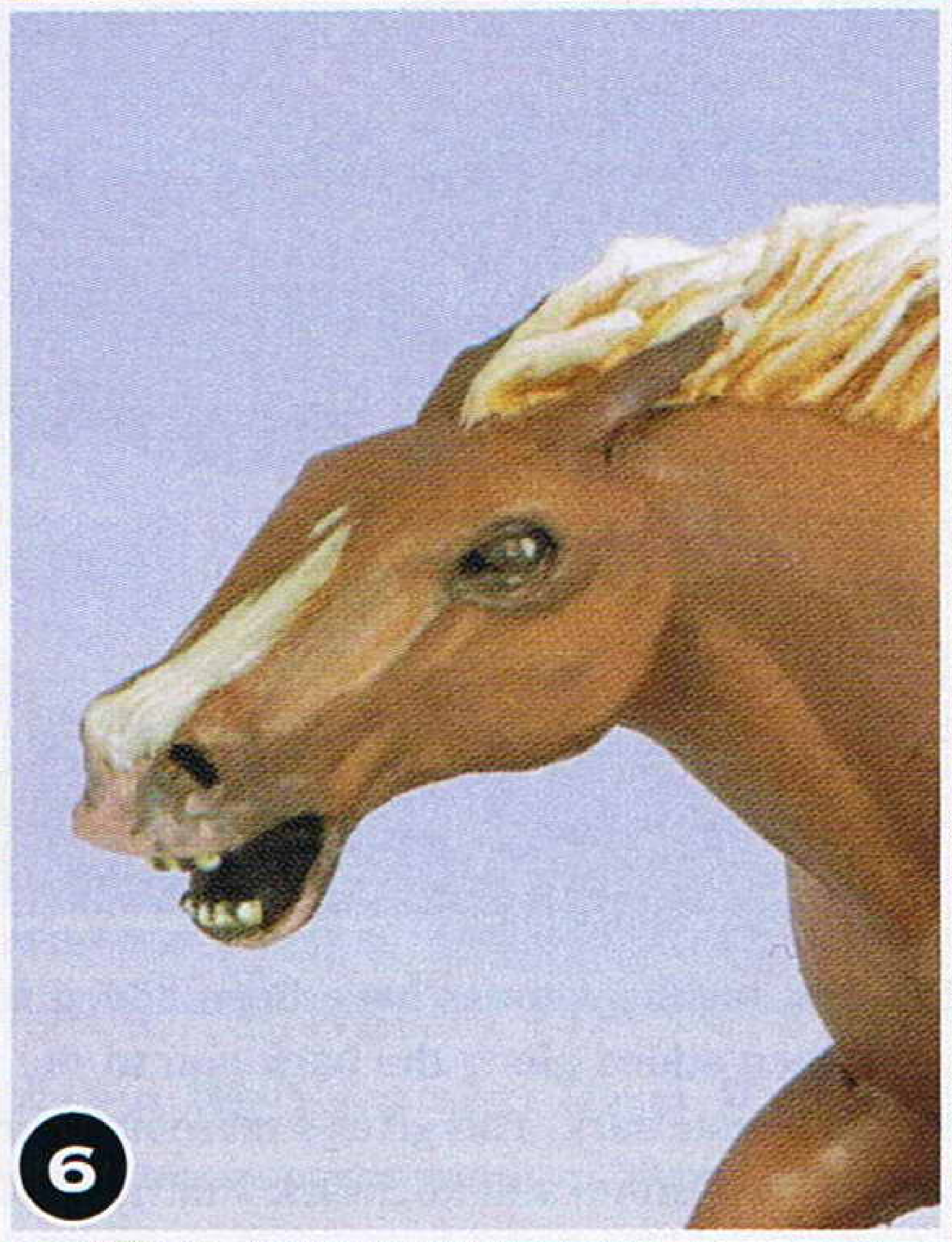
Start with the horse first. This is the hardest to paint, as armor and equipment often cover the bulk. It's really just like painting anything else. Put down a smooth base coat first, then add shading and highlighting. The last step is to add in detail, such as the eyes, hooves, any markings like socks (the lighter colored lower leg you see on some horses), and blazes (the white markings on the front of the head). It's really good to have some reference to look at while you are doing this. There are hundreds of great books about horses out there, which you can get a discount bookstores or just use the internet. It's the little details that make figures look great, such as flesh-colored muzzles that give an extra edge of realism. One good tip—they way you paint the eyes changes the look of the horse. Generally, you can't see the white of the eye on a horse. If you do subtly have some white showing, the animal looks like it's in the thick of battle and slightly stressed.



The finished miniature. Note how a white 'sock' has been added to one of the rear legs.

Once the horse itself is painted, you can move on to the rest of the equipment and armor. Neatness is the key here! You really don't want to ruin all of the beautiful work you did on the horse when painting the rest of the figure. Alternatively, you can base coat the entire figure first, finish the horse, then followed by the rest of the figure. This forces you to be neat all the way through, but it's less likely that you could slip while base coating the armor and ruin the work you did on the horse.

Once the horse is finished, based, and varnished, you can add the rider. If you followed the steps above, you will simply need to clip the pin down between the rider's legs and glue it into the hole on top of the horse. The miniature should then be totally secure.

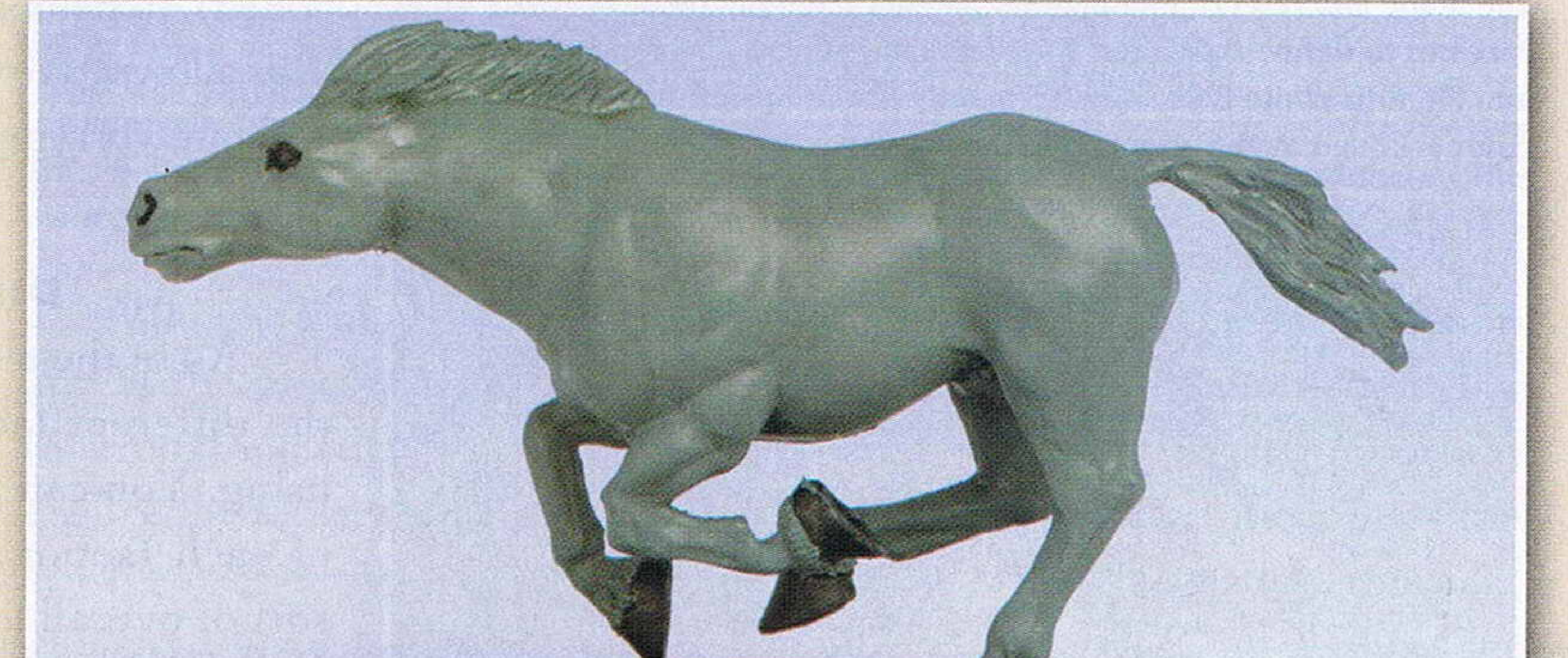


The final stages of the face are to pick out the teeth and eyes. The white of the eye is only added at the back of the eyeball. Both teeth and eyes are picked out with Menoth White highlight.

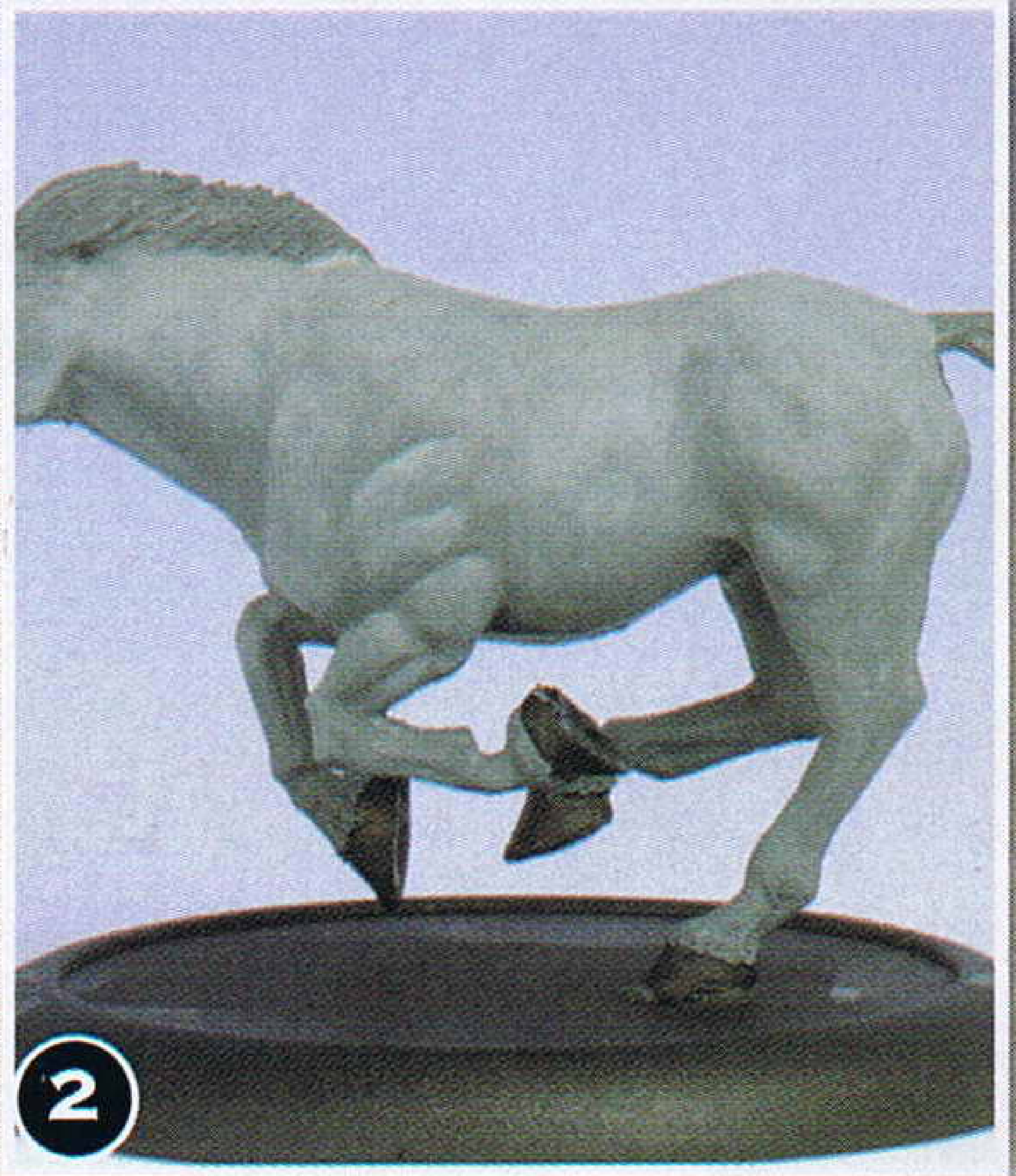
That's it, really! Look at the step-by-step examples in this article and you should be prepared for anything. Painting cavalry is really no different than painting foot soldiers. With a little planning and thought, you will end up with stunning looking figures.

Dapple Grey

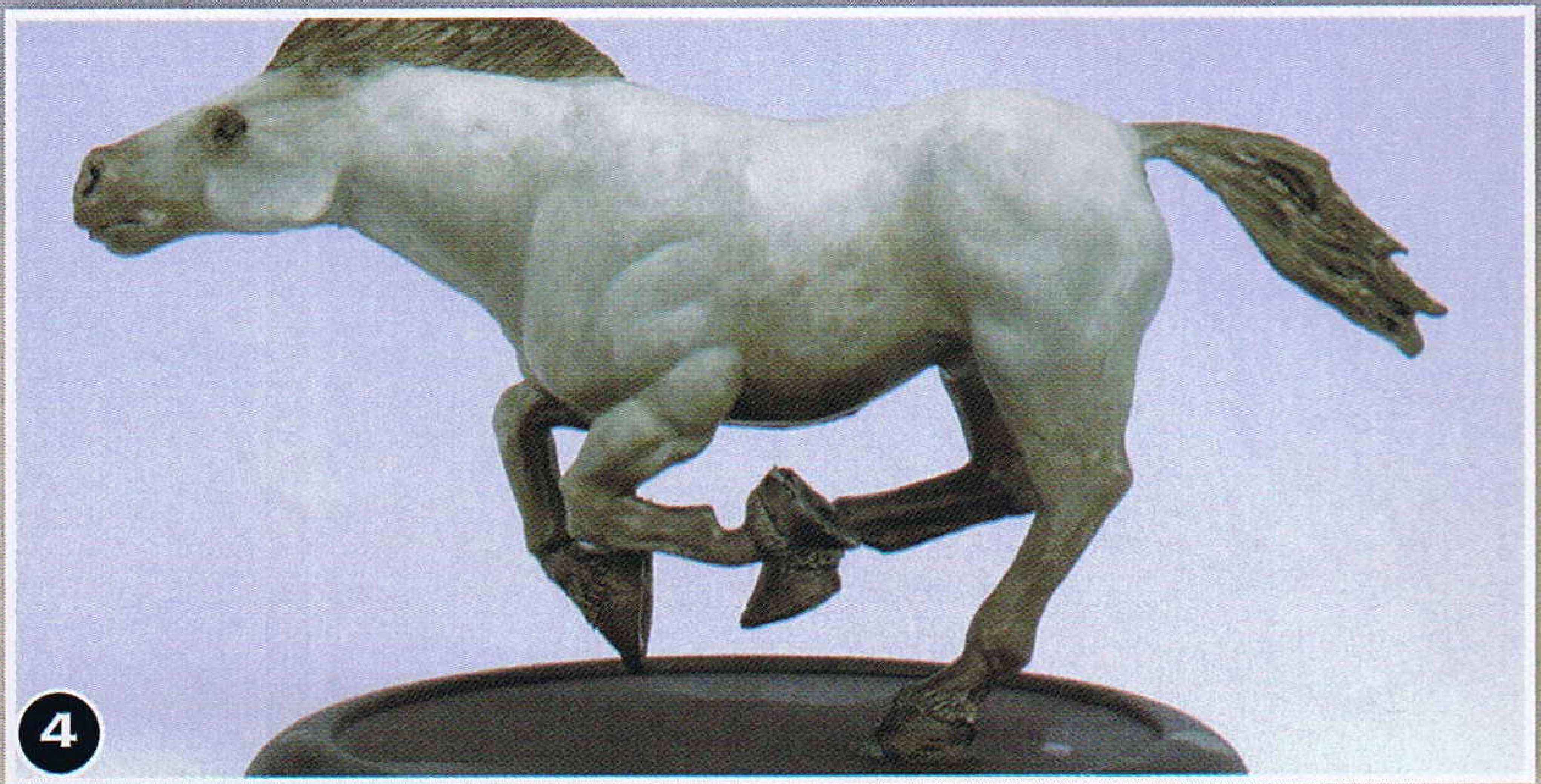
The Dapple Grey horse is painted slightly differently than the Palomino. After the base coat and first highlight is applied, a darker color is added to the underside, legs and muzzle are painted with a dark grey. The rest of the highlights are added after this. It may look like a complex scheme to paint, but you can actually be quite loose with the dappled highlights as long as you keep the color shift subtle.



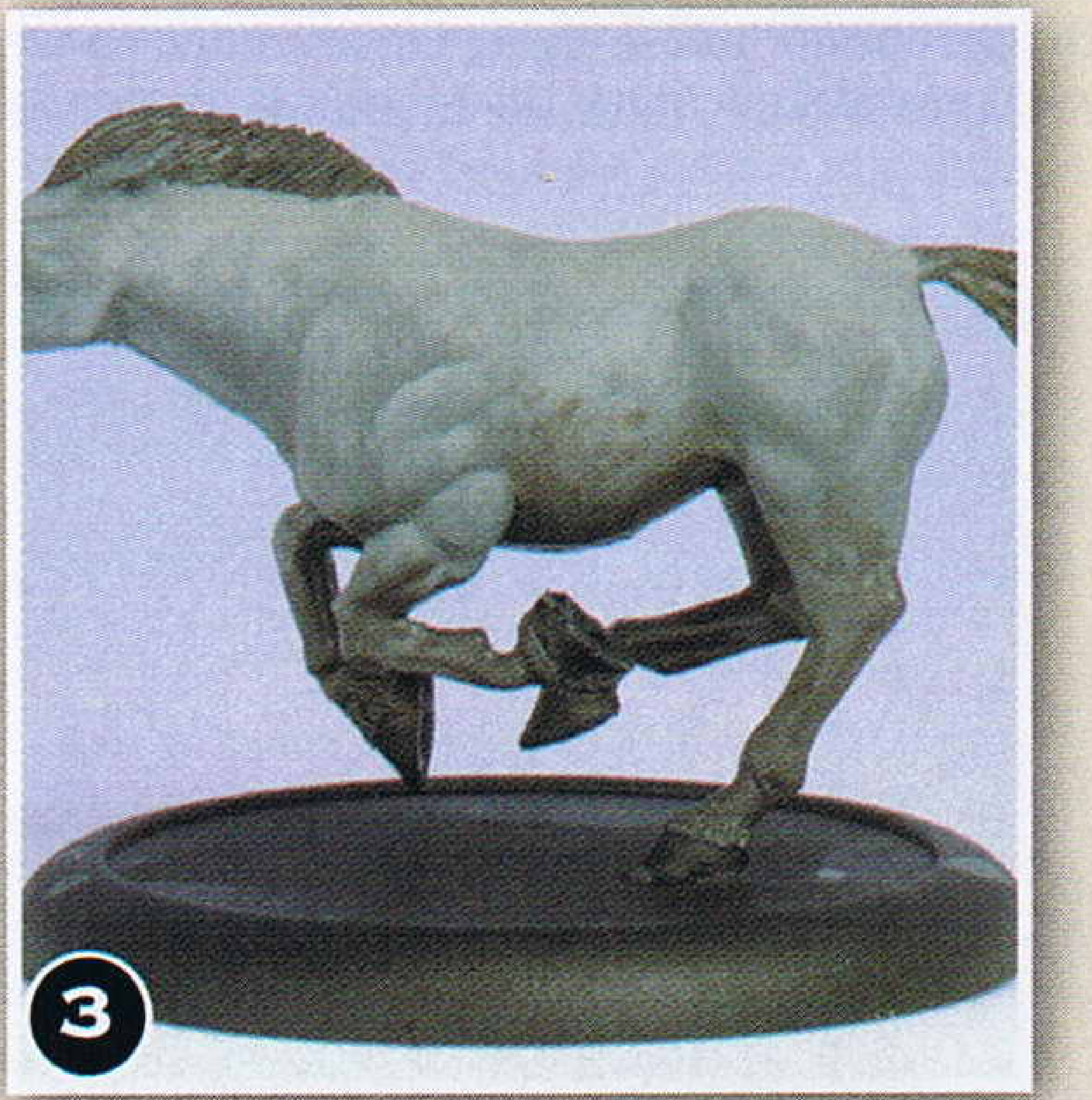
The whole horse is given a base coat of Ironhull Grey, leaving back undercoat on the hooves, eyes and nostrils.



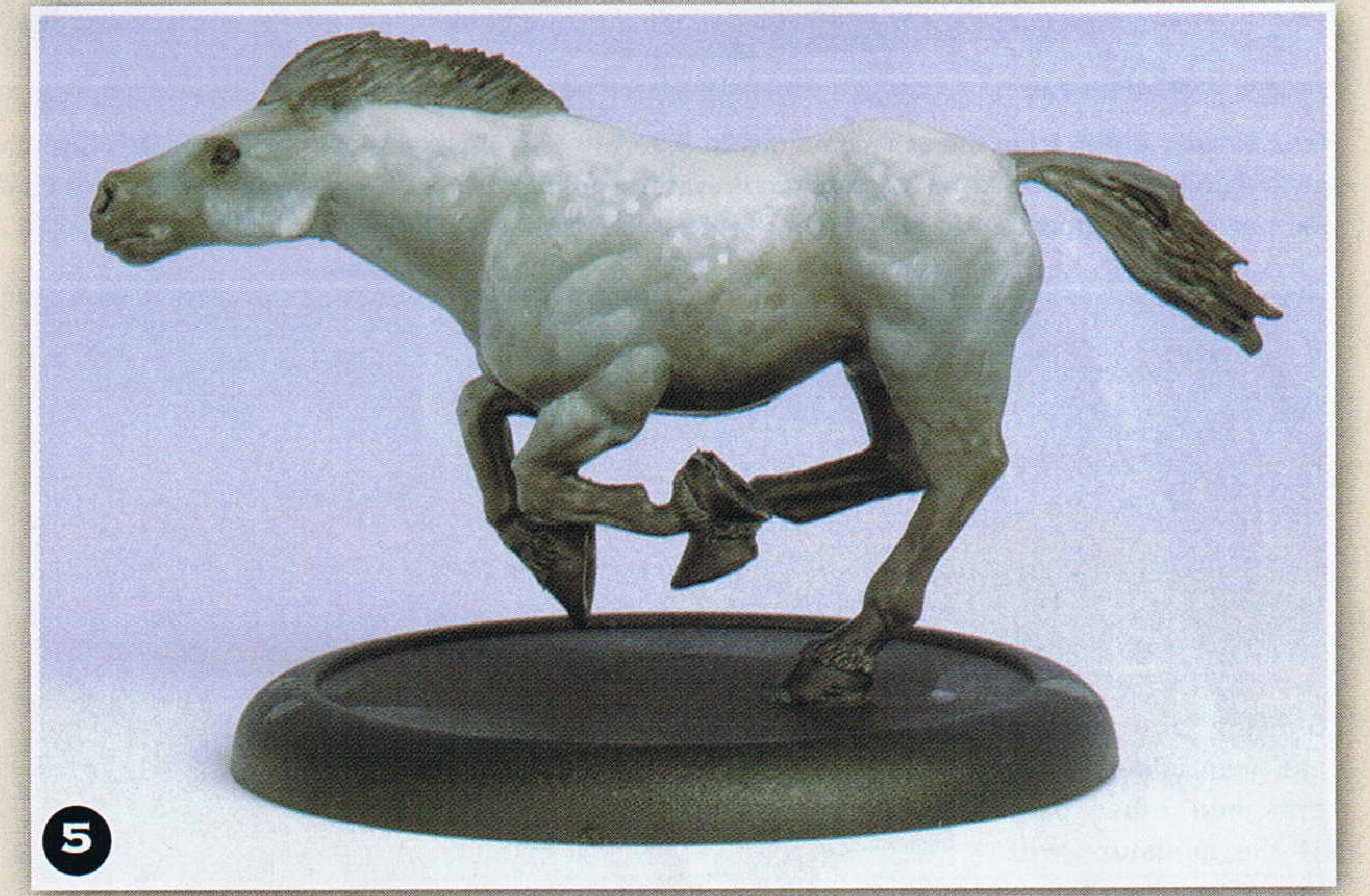
The first highlights are added. Lightening Ironhull Grey with Morrow White creates this highlight color. The highlights are added to the tops of the muscles, just like on the Palomino.



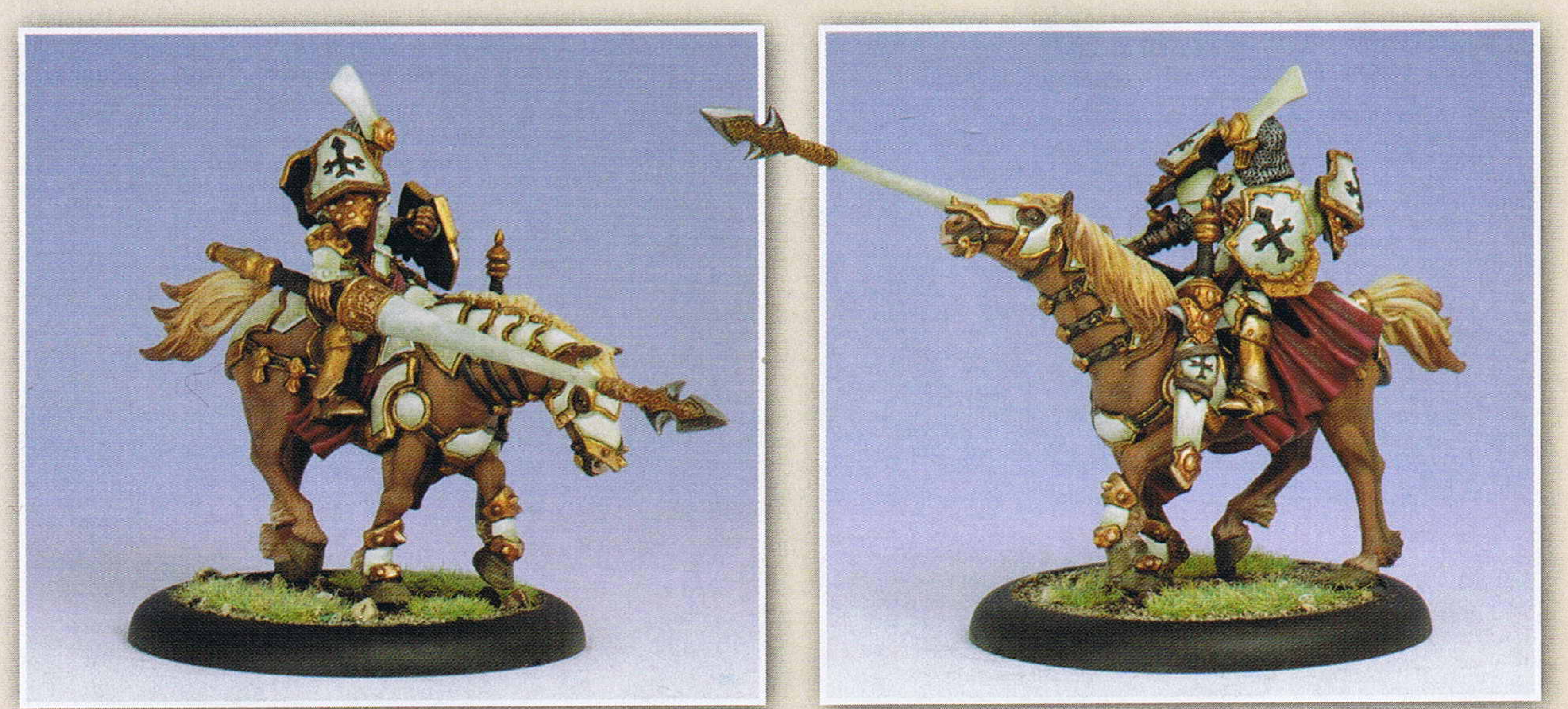
The highlights are built up along the back, any hard edges such as the jaw, and the tops of the muscles. The edges are subtly dappled over the darker color below on the neck, back, and haunches.



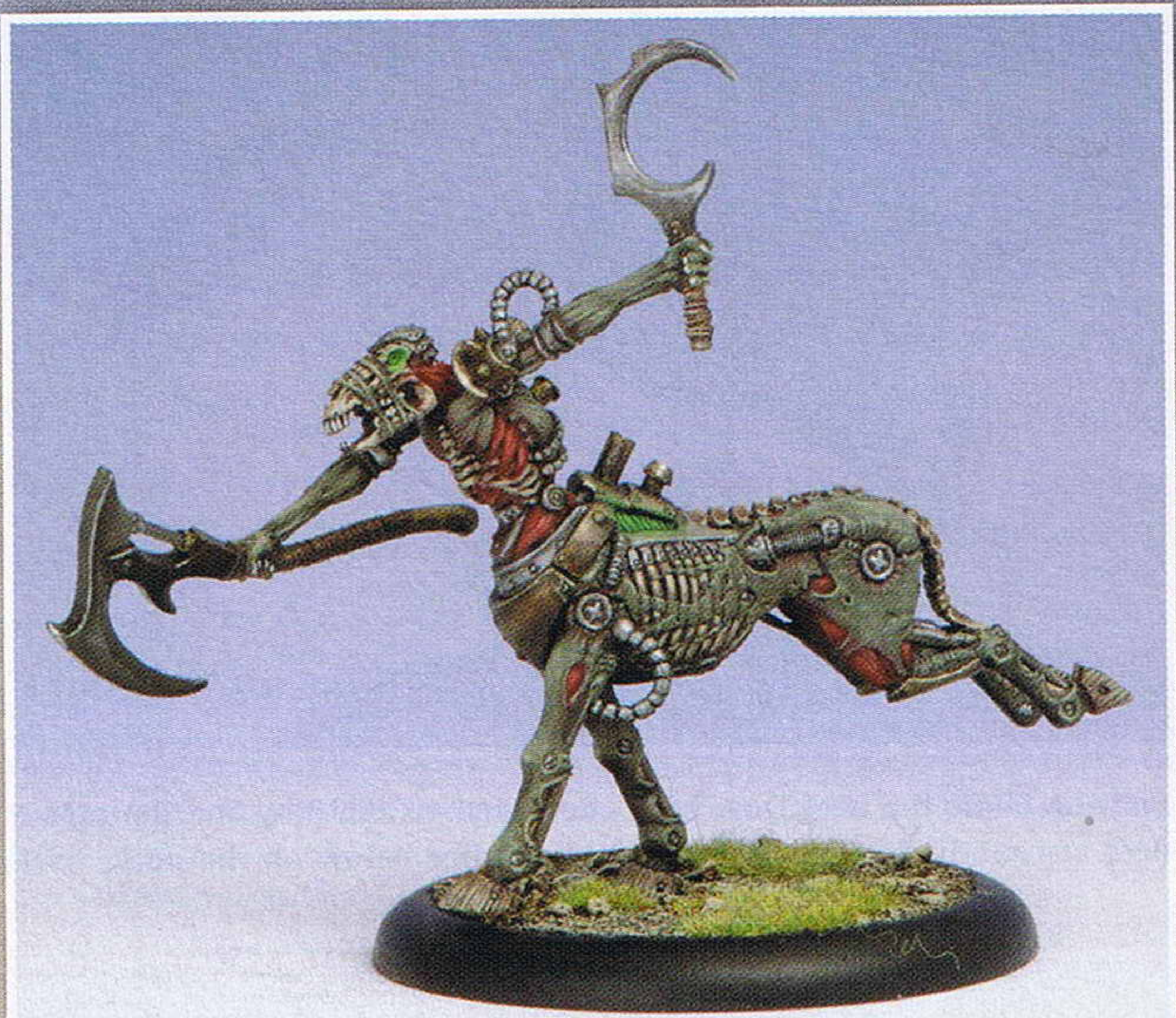
The underside of the horse's body, lower legs, and muzzle are painted with dark grey. This is a mix of Ironhull Grey and Thamar Black. The edges of the dark areas are subtly dappled over the lighter color.

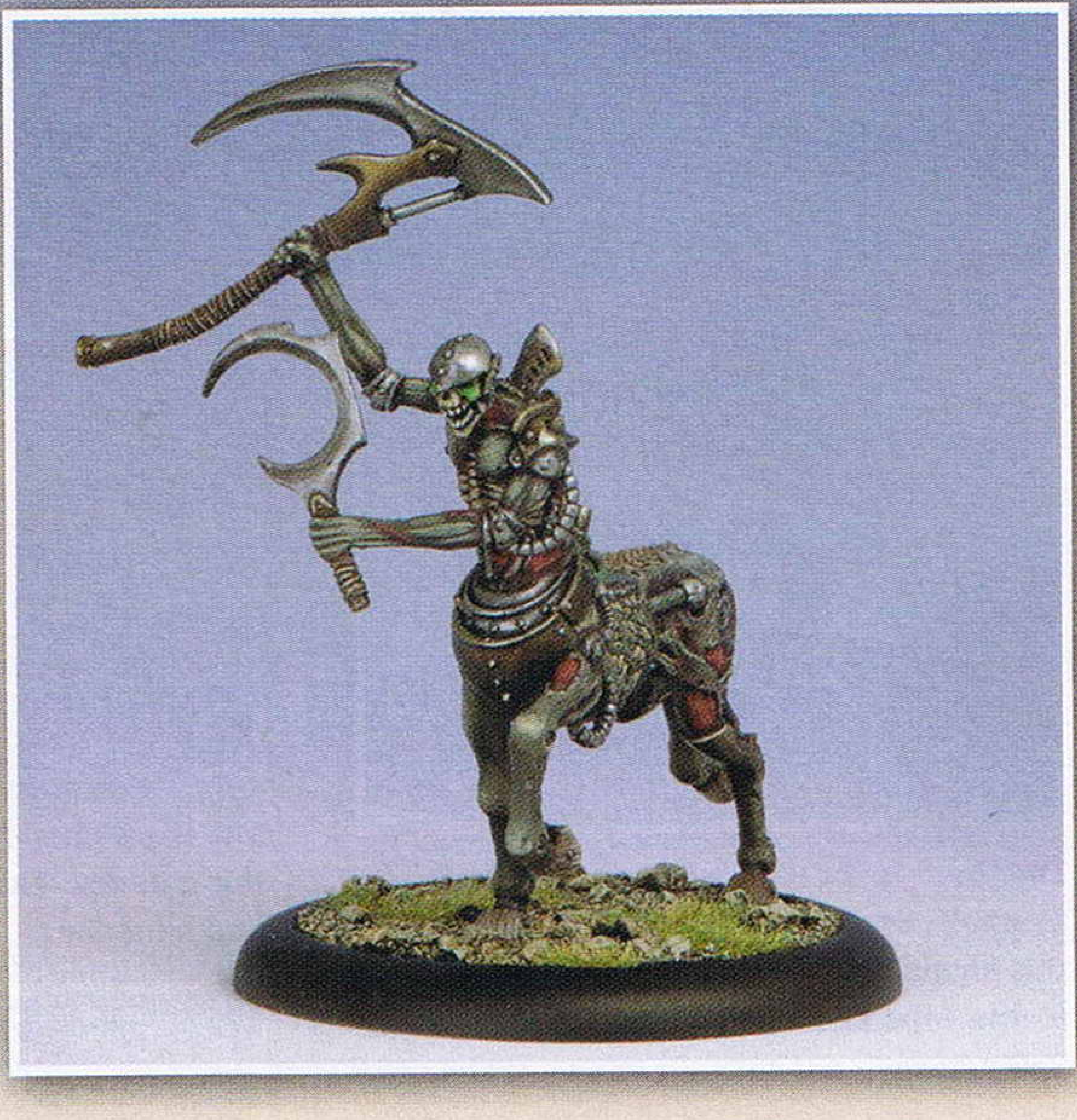


More dappled highlights are added down the sides, lightening the highlight color by adding more Morrow White. The mane and tail are highlighted with a mix of Ironhull Grey and Thamar Black.

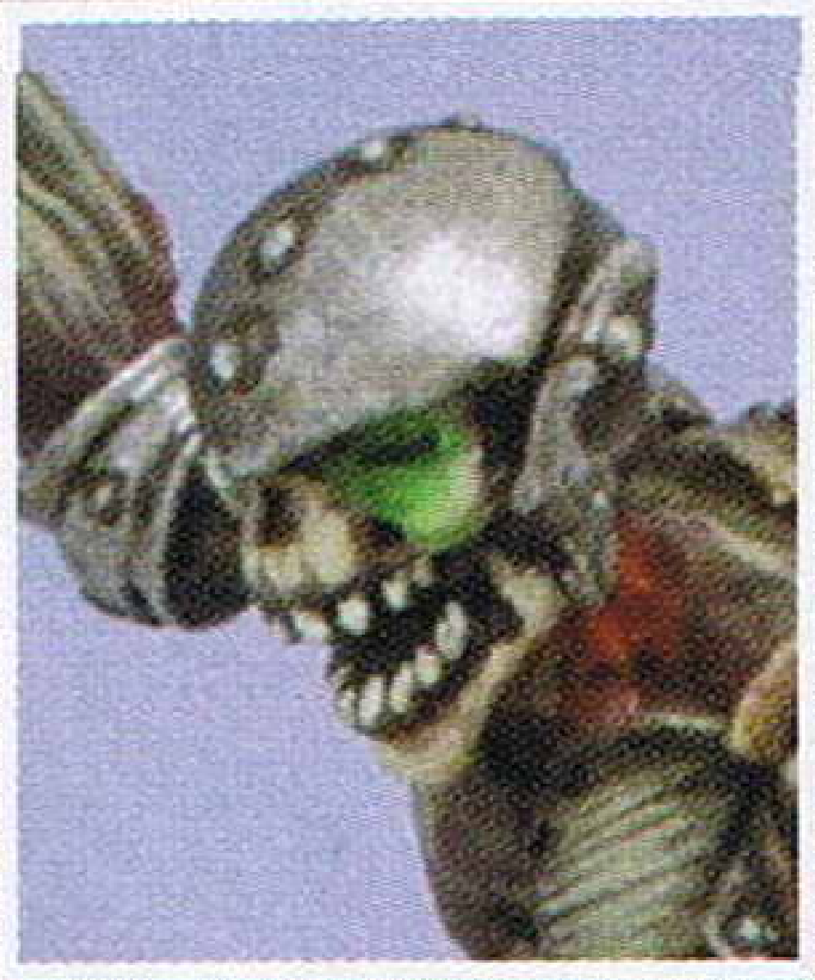


The Vengers cavalry shows the most in terms of exposed horse body. They are lightly armoured and the whole mane and tail are exposed. You can, of course, use any color for the horses, but the main faction scheme really suits lighter colored mounts. The long mane and tail on these horses deserved particular attention. The one shown here has been tipped with a deeper color.

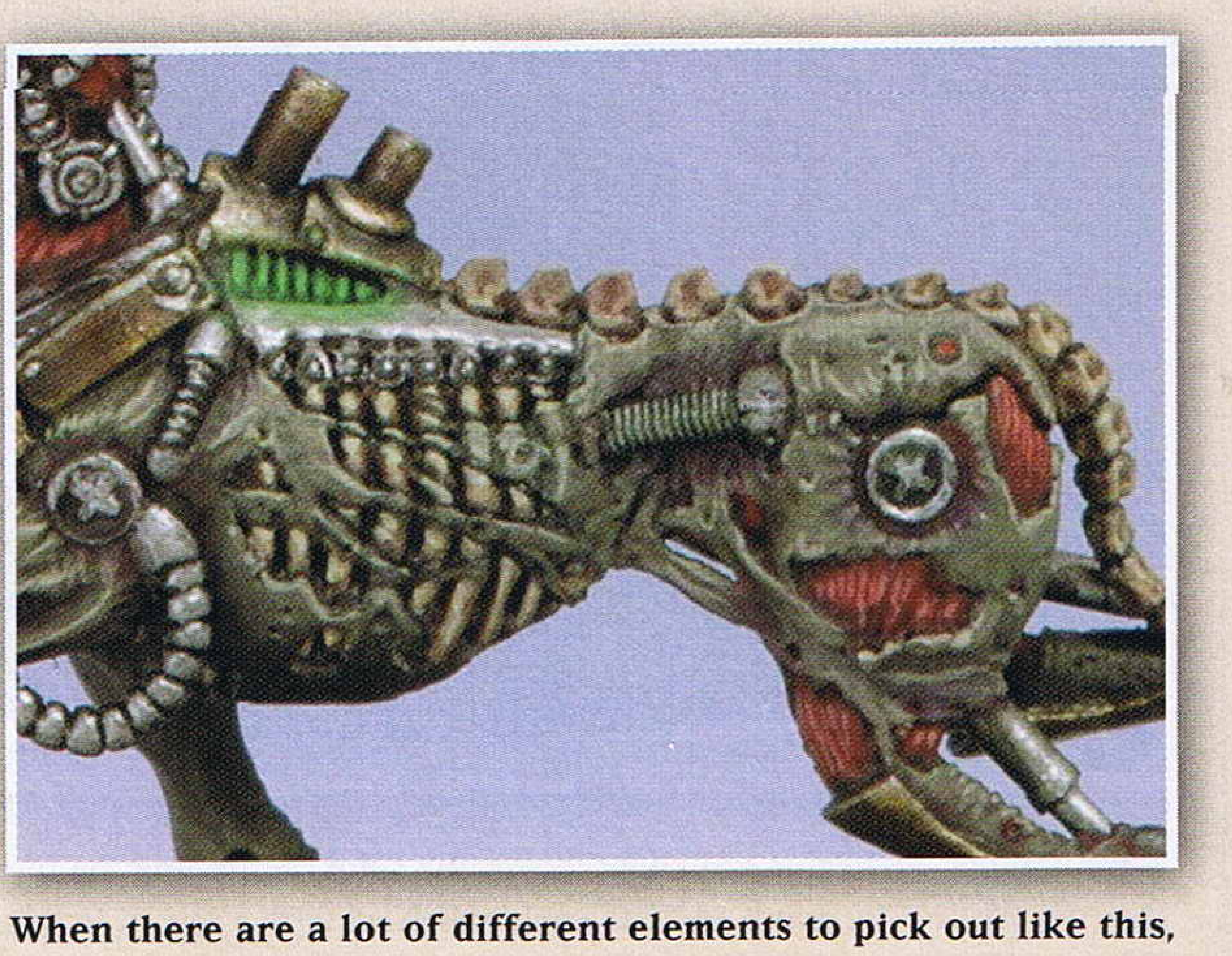




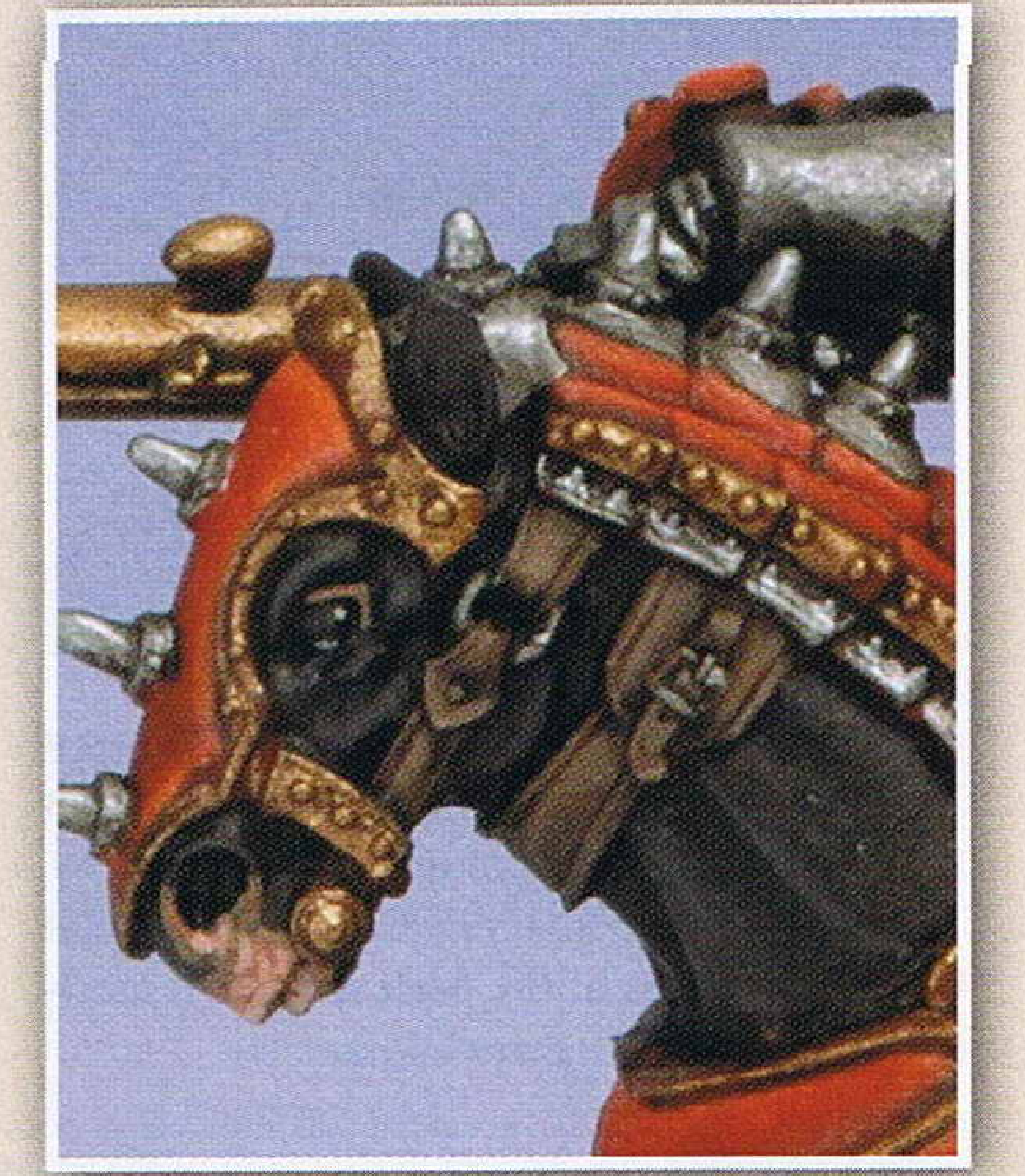
Cryx cavalry differ from the other factions in several ways, including color schemes. It's not really appropriate to use living horse colors, so we picked undead flesh tones for the Soulhunters. There are also other textures and surfaces to pick out—exposed bone, flesh, metal pistons, and tubes for starters. It's important to pick a color scheme that balances all these elements.



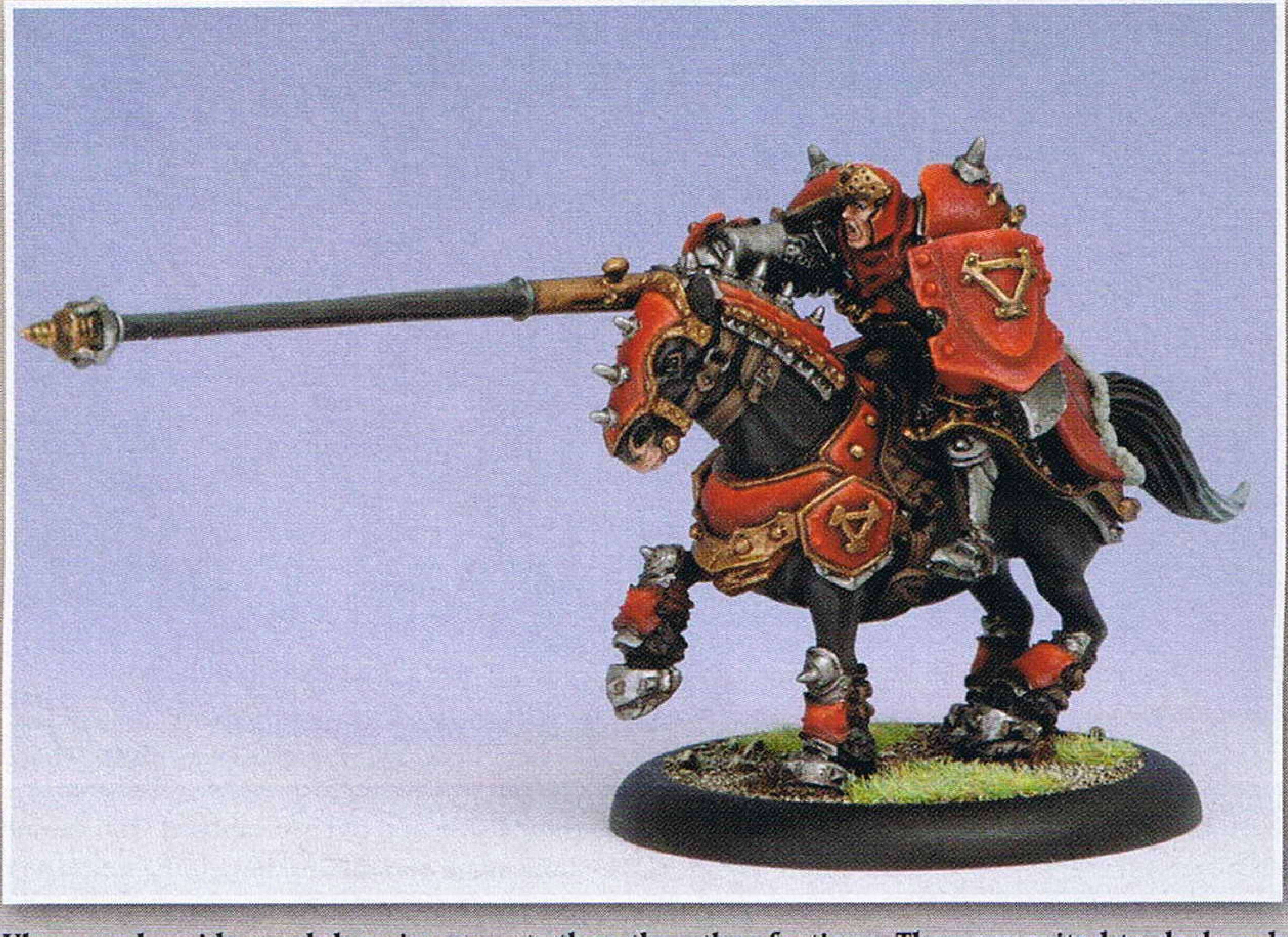
Glowing green effect has been added to the eyes and other parts of the miniature with Necrotite Green.

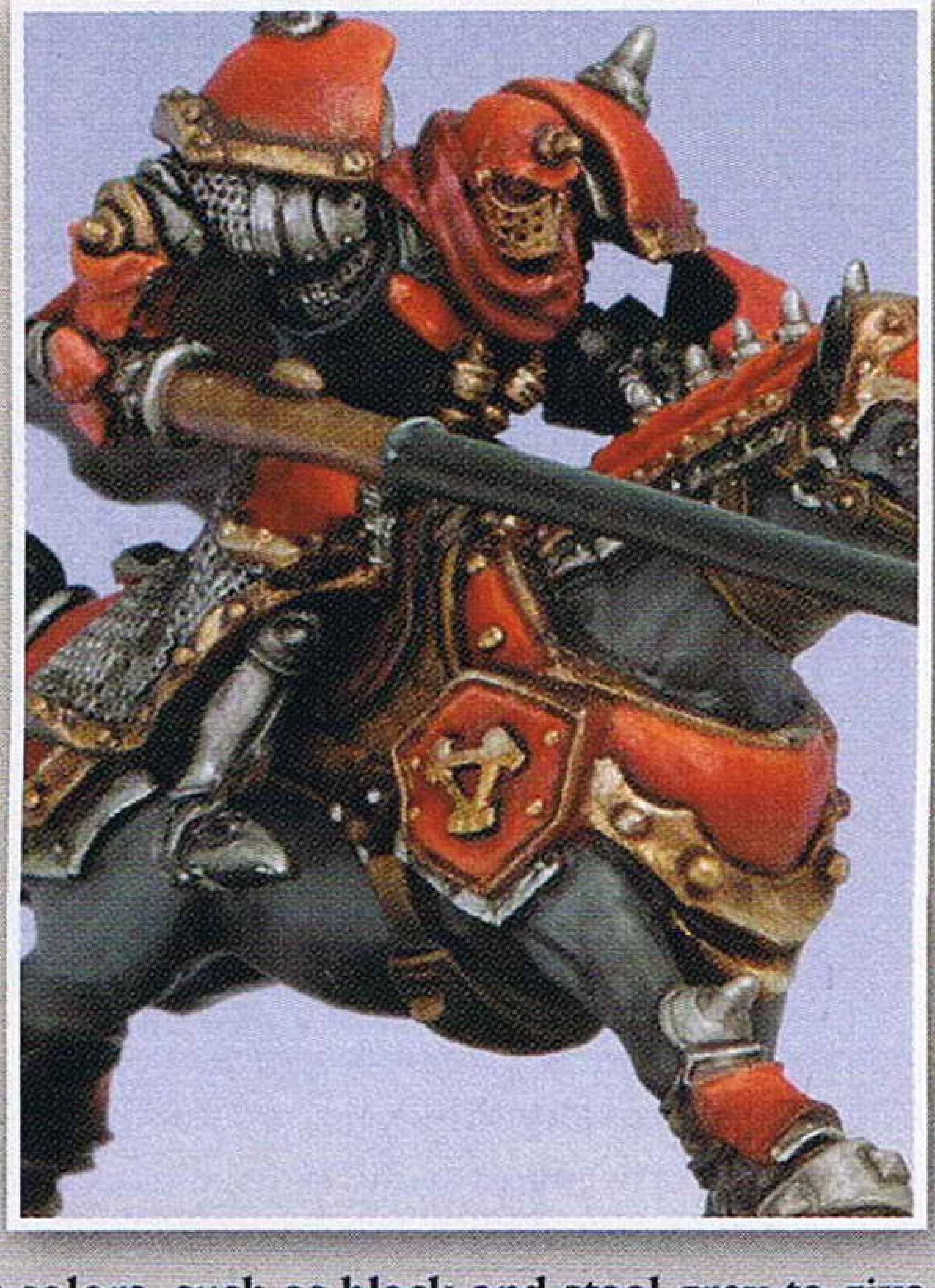


When there are a lot of different elements to pick out like this, it's important to be as neat as possible and choose colors that work well together.

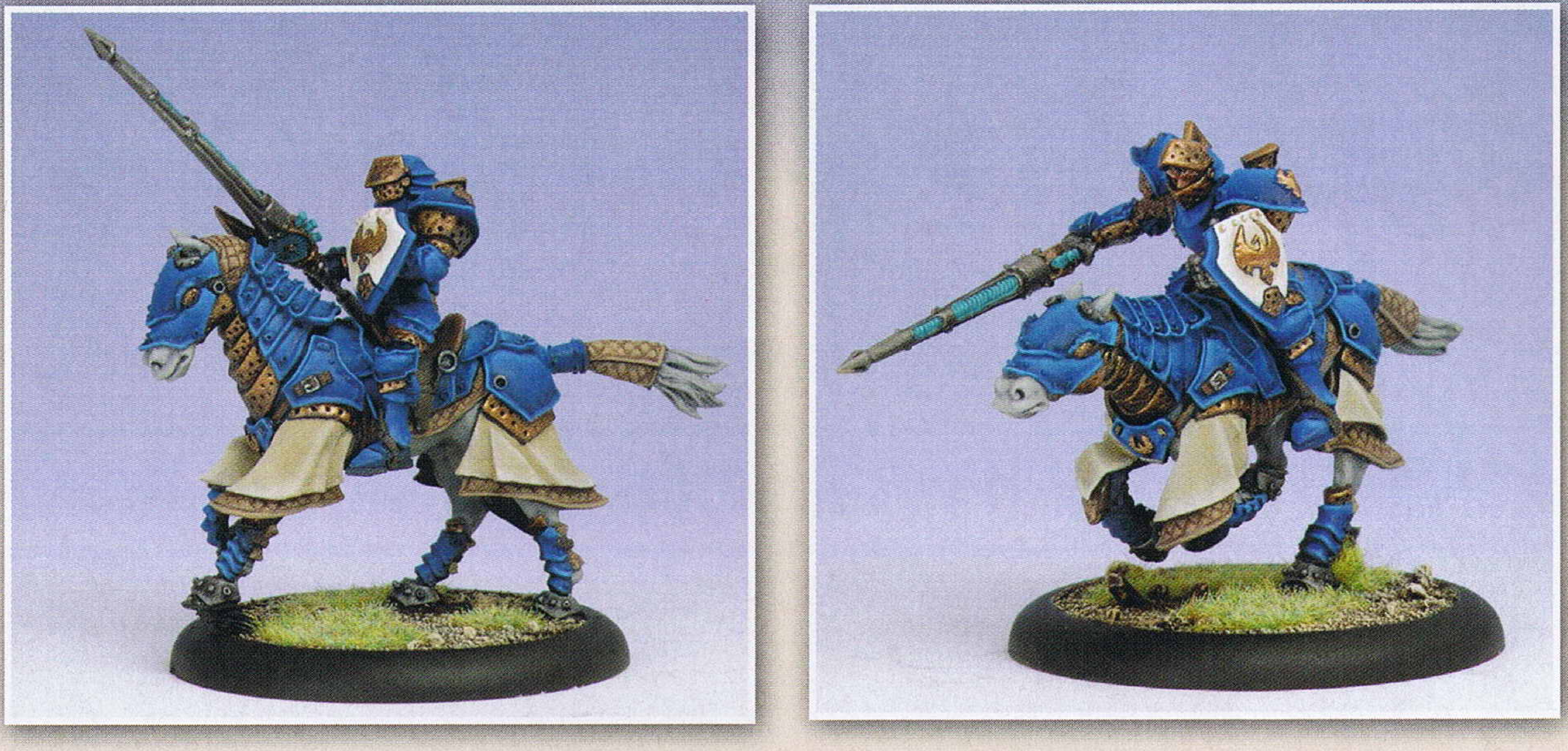


The flesh color around the eye and muzzle helps to give a softer, more natural feel to the dark color.

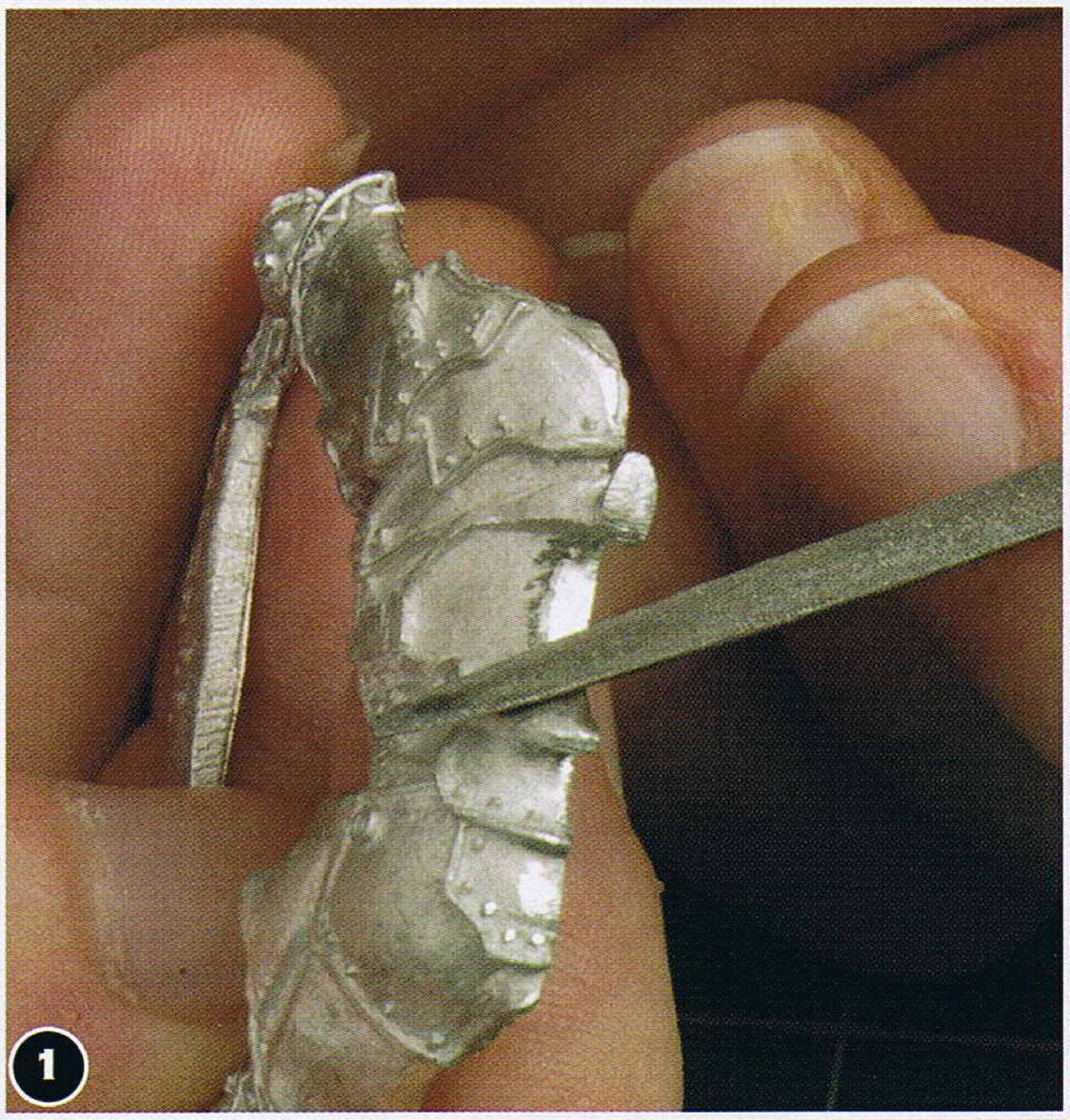




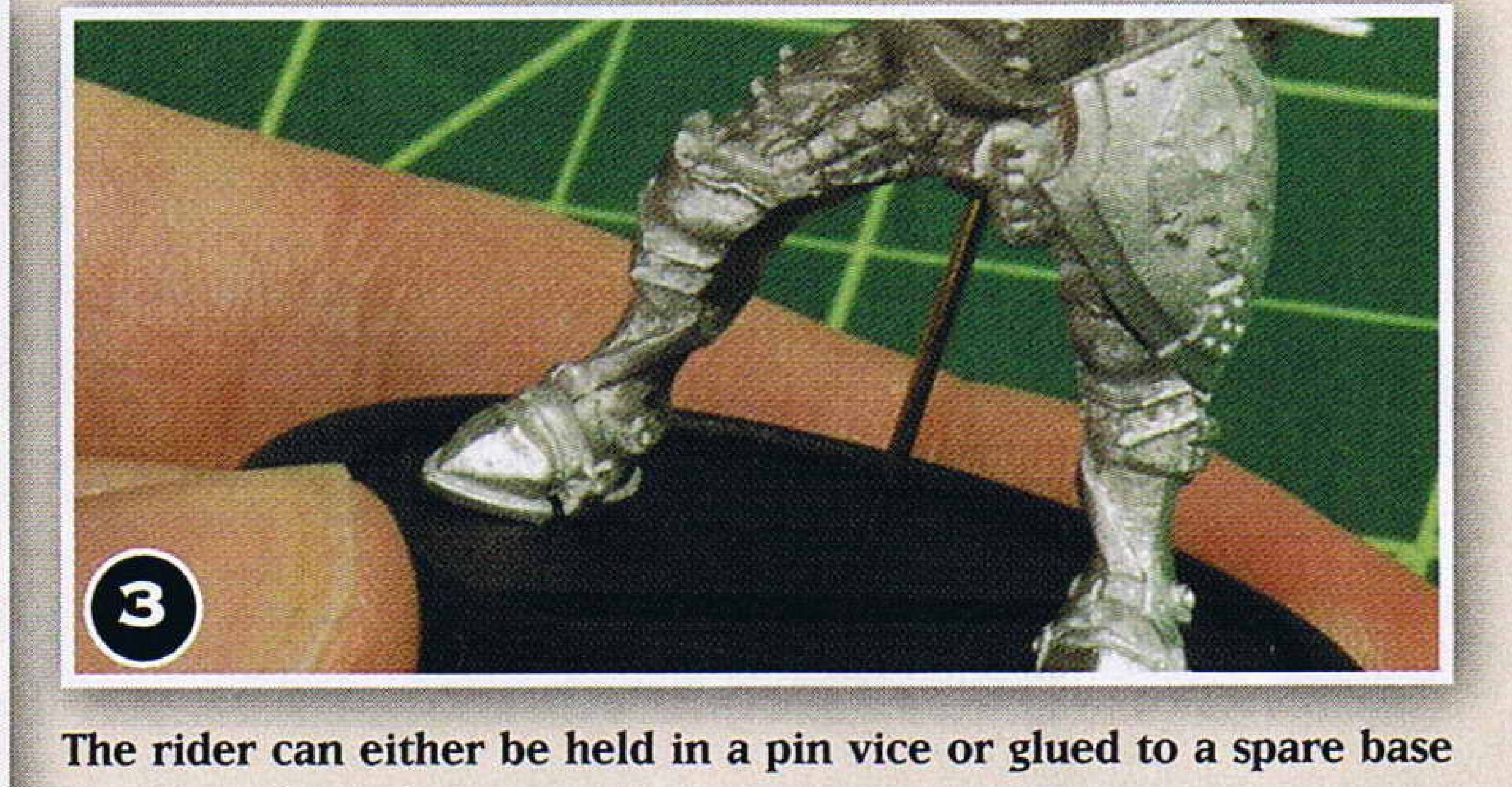
Ulan cavalry ride much heavier mounts then the other factions. They are suited to darker, bolder colors, such as black and steel grey to give them weight and presence. It's also a good contrast with the red armour. Note how a little flesh color has been added behind the eye—this really helps to pick it out.



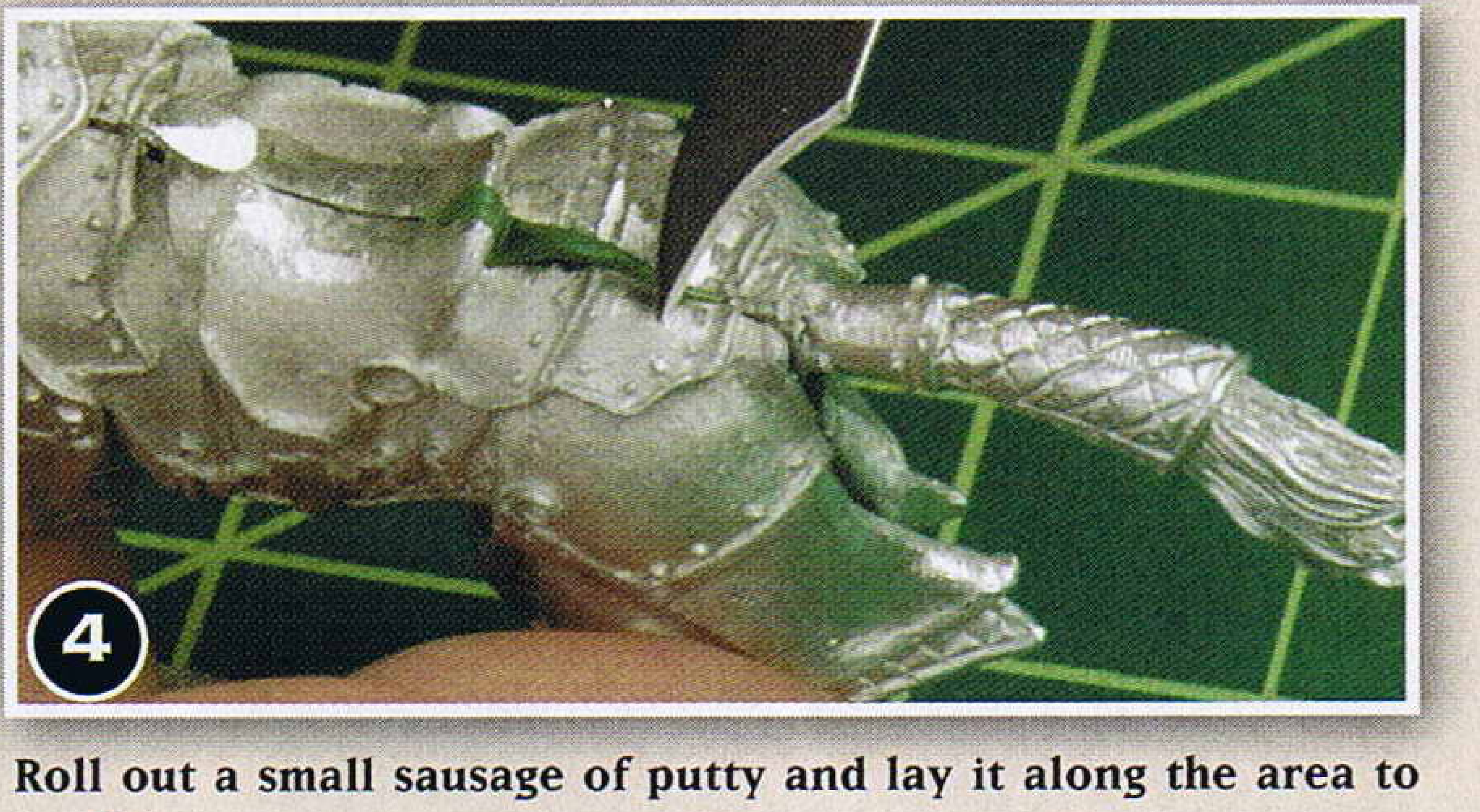
Stormlance mounts are heavily armoured, to the extent that you can't see a great deal of the actual horse. For that reason, it's good to pick a color that contrasts well with the rest of the miniature—in this example it's light grey. Something else to note is that even though you can't see the actual eye, that area has been picked out in a different color to give a visual key to the anatomy underneath.



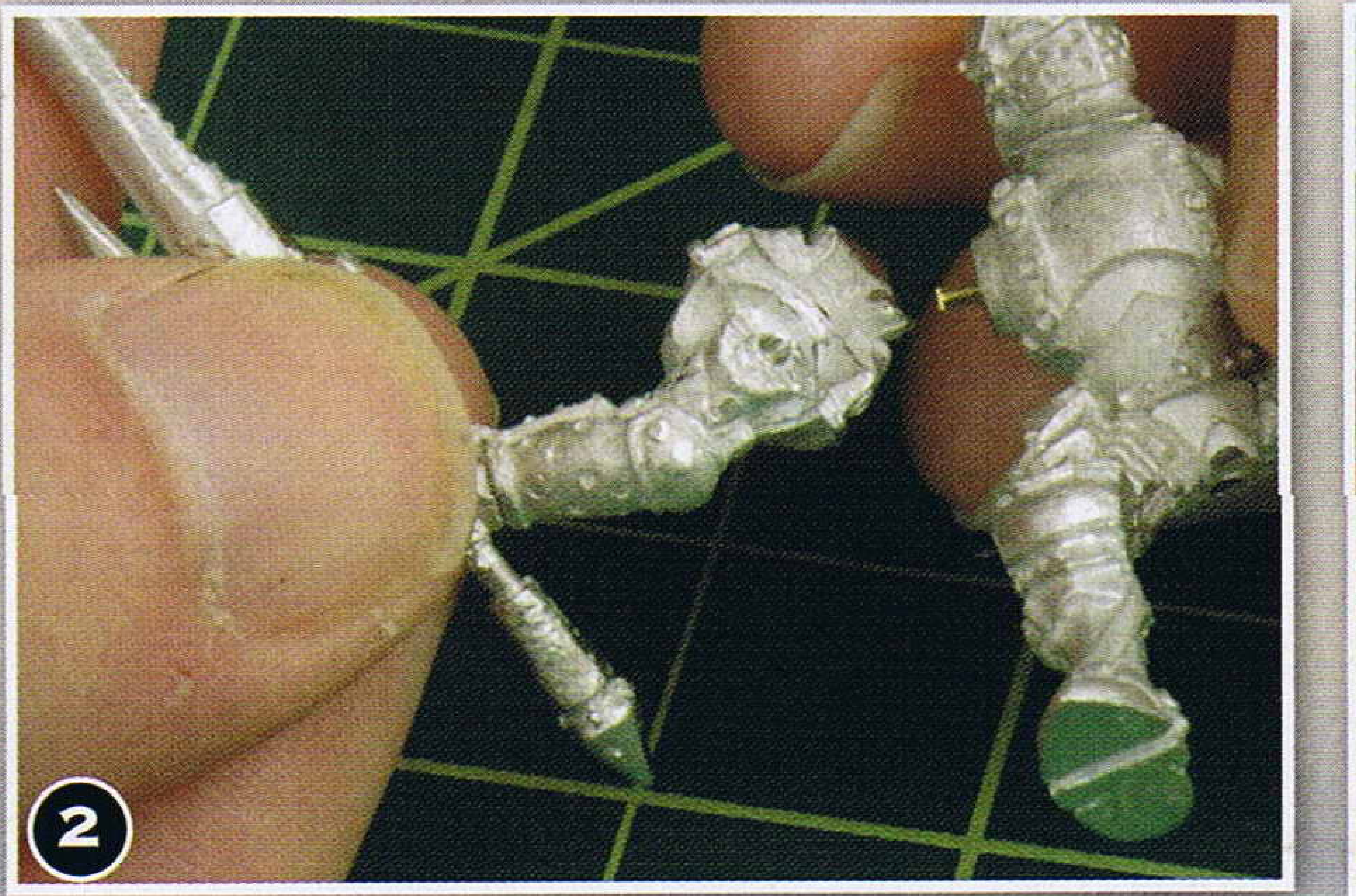
Use a needle file to carefully smooth away any mold lines.



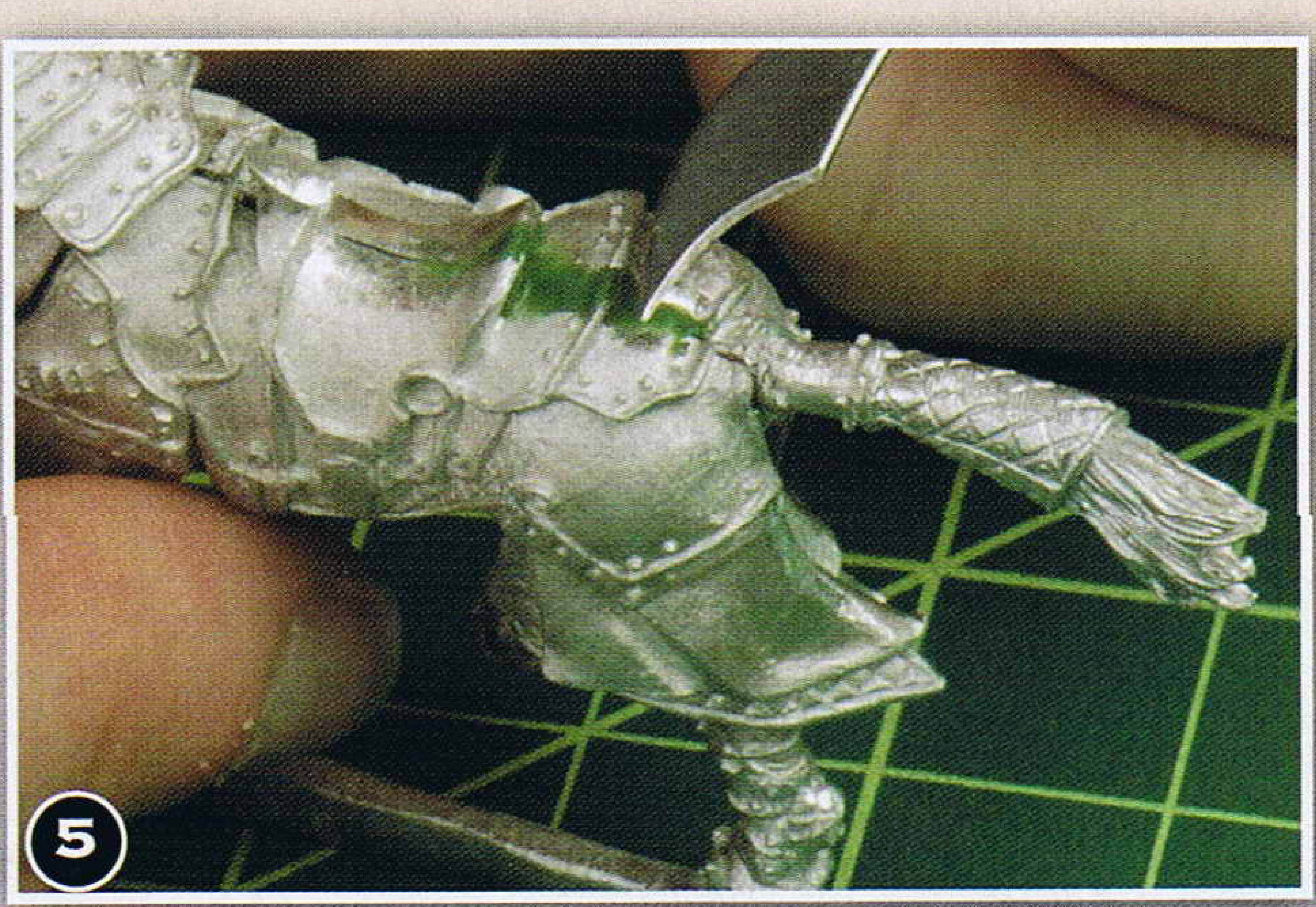
The rider can either be held in a pin vice or glued to a spare base for ease of painting.



Roll out a small sausage of putty and lay it along the area to be filled.



A short strengthening pin really helps to keep lance arms from breaking off when you are playing with, or transporting, figures.



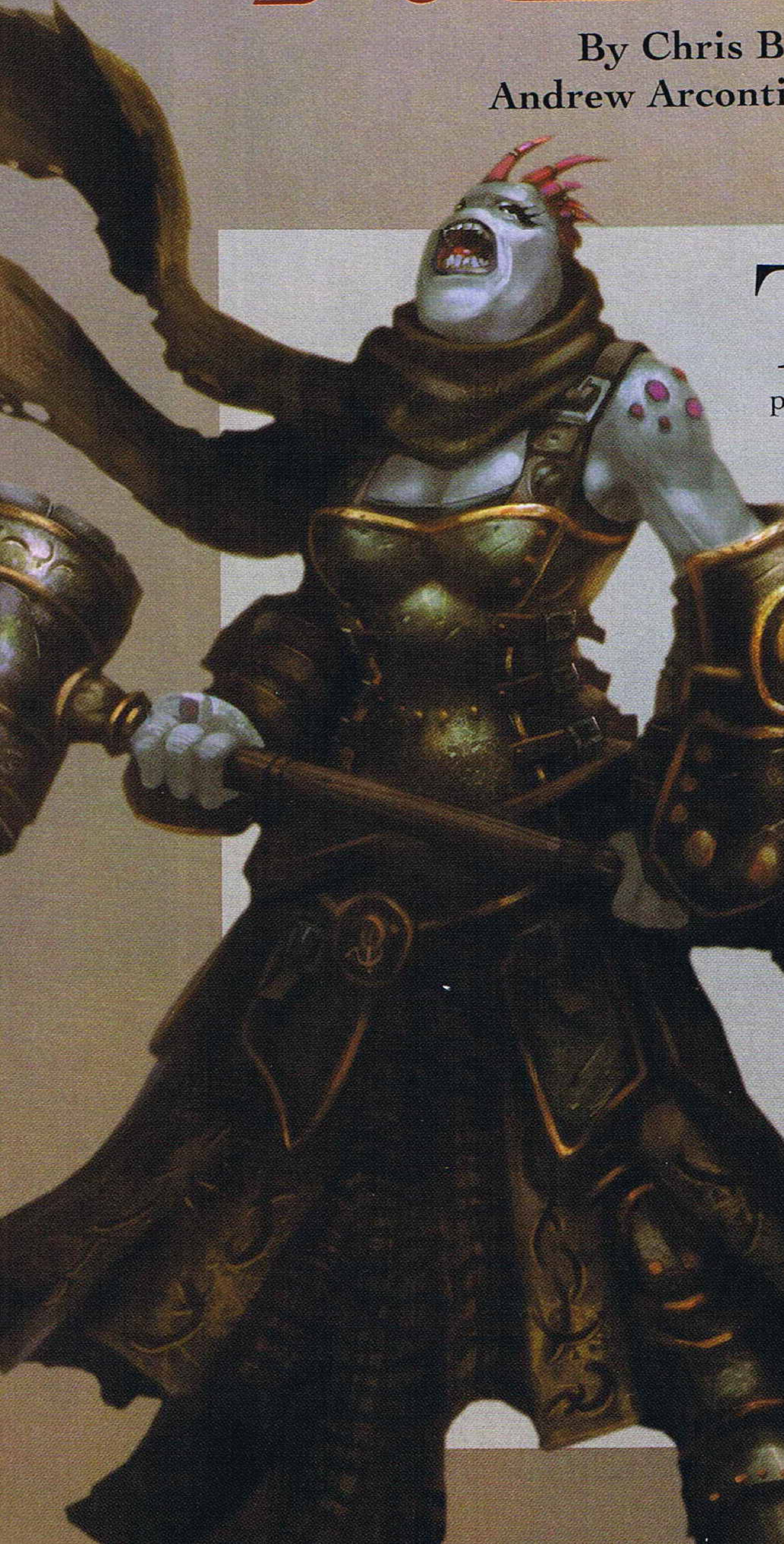
Use a modelling tool to smooth the putty into the surface.

DEADLY DUO'S

ONE THOUSAND POINT HORDES COMBOS.

DOUBLE THE LOVE

By Chris Bodan • Art by Daryl Mandryk, Andrew Arconti, Keith Thompson, Eva Widermann



Think you know your faction at 500 points? Congratulations junior, but it's time to move to the big leagues. With the third warlocks finally released, each of these crafty puzzle boxes of pure hurt opens up fantastic combinations when fielded with another warlock at 1,000 points. Think you can handle it? Well, we'll get you started and walk you through a few of the possibilities, but the truly twisted combos remain for you to find.

Trollbloods: Grissel Bloodsong, Fell Caller

Overview - Trollbloods are all about stacking buffs, and this model is stacked. She only has two spells but they're two of the best in the faction - simple, direct and powerful. She's no slouch in combat and possesses three unique Fell Calls, which stack with every other spell, upkeep spell, animus, ability and feat in the faction. Most of these affect friendly warrior model/units, which makes her a fantastic warlock with infantry, and she can do them at any time during her activation. Grissel's Calamity spell combines wonderfully with, well, everything. It's a friendly buff that you cast on the thing you want to die, which means that it stacks with all friendly spells and effects. It translates effectively into 2 additional MAT and POW, meaning that the Troll Axer's Thresher starts at P+S 17. Add the Dire Troll Mauler's Rage Animus for P+S 20. The same combo makes Madrak hit just as hard, including when he throws his axe. With Madrak Ironhide, run the ultimate line of infantry. Arrange Kriel Warriors or Champions so they all benefit from Madrak's Sure Foot spell and Call Hoof It on them. Now you've got a line of DEF 14 medium bases that can't be knocked down, can charge up to 8", attack, and then move up to 5" again, ignoring free strikes. You can extend that to 15" total with the War Shaman's Swift Foot prayer. Use the Call Cacophony before casting Doomshaper's Dissolution spell. Any enemy warrior model/unit that has an upkeep on it and survives the damage now has a -2 CMD when they make their check to see if they can activate next turn. Combine Hoarluk Doomshaper's Fortune with Calamity and Heroic Ballad to let Champions swing three times at an effective P+S 14 for the first Champion, rerolling any missed attack rolls. This dramatically increases the chances of hitting at least once and getting the Concert bonus. This combo works on Kriel Warriors too, though they can have two swings at an effective P+S 14 or three at P+S 12, rerolling misses.

With Doomshaper, run your whole army turn one. Turn two run again if you must but engage as many enemies as possible and pop Doomshaper's feat. They will kill some of your army, but the feat punishes them for it. Turn three, pop Grissel's feat and murder everything.

Circle Orboros: Kruegar, the Stormwrath

Overview - Kruegar's ability to support his army and his numerous offensive options make him a great warlock all on his own. His melee skills aren't fantastic, but Sustained Attack grants him additional attacks, successful hits. With his higher RAT and more powerful ranged attack, he's better off shooting and casting spells. Don't be afraid to run him up front.

With Baldur, the Stonecleaver's Earth's Blessing spell on a Woldwardern, cast Tornado into it from behind to pick up d6" of movement. It can't be knocked down and, on average will only take 2 points of damage. Use this combo to throw a warbeast into a pack of infantry, causing collateral damage, then cast Lightning Tendrils on it (or better still, the Lord of the Feast, who then gets 4" of melee range) and kill everything you can Reach, or just trample your way out of the bad guys. Stack Kaya, the Wildeborne's Spirit Fang spell with the Woldwarden's Undergrowth animus for a cumulative -4 DEF. Kruegar hits DEF 16 models on average dice this way, and he only has to hit once with any attack. Kruegar's Wind Storm spell combines with Baldur's Stone Skin spell to grant +4 ARM vs. ranged attacks. Cast both on a Warpwolf and use Controlled Warping for a total ARM of 22 against ranged attacks. This same combo on a Woldwatcher results in ARM 25 vs. ranged in Stone Form. Put the Woldwatcher's Vigilance Animus up and the 'beast can move 2" and attack once at P+S 14, effective MAT 7, with boosted damage rolls. Use Tornado to setup a great combo with Kaya. The spell throws the target d6" directly away from the point of origin, so you can use it to knock down models blocking charge lanes to enemy warlocks, or to make room for the heavy warbeast's base when you Spirit Door him in. Or, if you're lucky, this could knock down the enemy warlock. Adding 2" of range to a melee weapon makes just about anything better, including other warlocks. Give Kaya 4" of Critical Knockdown or grant Baldur the Reach he's always wanted. This makes pulling off Kaya's Closer and Baldur's Watcher in the Woods maneuvers that much easier.

Skorne: Lord Tyrant Hexeris

Overview - Mostly Skorne warlocks don't need to spend too much effort buffing their units. They use spells and animi to create situations for their armies - and themselves - to exploit. Hexeris's spell list allows him to make tremendous use of infantry and warbeasts, and his abilities let him beat to death anyone who gets too close. He's nasty, dangerous and hard to kill.

Use Soul Slave to move a Basilisk Drake way ahead of your troops. Boost the to-hits on Withering Gaze to get key solos or as many models as possible to turn away. Then use Makeda's Savagery spell on a unit of Praetorians to let them run 12" and attack the enemy models' back arcs. Get an extra level of nasty out of this by casting Death March on the Praetorians after they run. This gives them a potential threat range of 18", provided they die, but letting them hit harder when they do. This trick works with Cataphract Centrati too, though they are harder to kill. To help the Centrati die, run a Titan Gladiator up close behind them before activating Hexeris. Move him close enough to put Death March on the Centrati, then cast Deathbringer on the Titan. Average dice should do 3 points of damage to each Centrati, making it far easier for the enemy to kill them next turn.

Put Master Tormentor Morghoul's Unrelenting spell on a Gladiator and send it in—as its damaged, the Gladiator continues to advance. Move it as close to important enemy models as possible as it's damaged. Often your opponent will simply tie it up in combat knowing you can't force it. If it survives, cast Deathbringer on it to kill squishy backfield targets. Have Arch Domina Mekeda cast The Lash (models/units damage by this spell suffer -2 CMD and THR for one round) on an enemy warbeast, then cast Hexeris's the Suffering on it. Even THR 10 'beasts like the Warpwolf stand a good chance of frenzying when this combo drops their THR to 6. Cast Death March on Morghoul and send him in. Because warlocks don't have battlegroups like warcasters you won't lose control of any 'beasts. Morghoul, though only swinging a P+S 9, does one automatic point of damage if the damage roll fails to exceed ARM, and he gets 2 attacks/fury point spent, so he carves through infantry. Keep 'beasts close for damage transfer and you can keep him alive long enough to do some serious damage. Then, when he dies, he gets to move and make a last attack.

Legion of Everblight: Vayl, Disciple of Everblight

Overview - Vayl is an arcane powerhouse and excels at manipulating her army to victory, partly by manipulating the enemy into to defeat. Direct confrontation doesn't suit her very well, but at the same time she becomes most useful when running relatively close to the front. Good use of screening infantry and Dark Sentinel make her more survivable and Spellbound extends her spell range up to 10 additional inches (8" away from Vayl plus 2" when measuring from the front of a large base). But to make the most of her, you've got to risk her.

Use Lylyth, Herald of Everblight to cast Taint on an enemy warbeast, preferably a fast one. Then cast Vayl's Siren Song on the Tainted warbeast, moving it within 3" of as many enemy units as possible to force command checks. Conversely, cast Siren Song first, move the warbeast close to soft or high DEF targets and have Lylyth cast Eruption of Spines through it.

Combine Thagrosh, Prophet of Everblight's feat with Hoarfrost or Chiller. In the first case, have the returned warbeast appear as close as its base will allow to enemy units, counting on the POW 12 damage roll and critical stationary effect from Hoarfrost to keep the 'beast alive and clear out the enemy troops. With Chiller, the goal is to place the 'beast close to a model whose DEF you needed to lower so that other units, Warmongers, Shredders, Swordsmen, can move in and kill it more easily. Stacking Thagrosh's Draconic Blessing spell with Incite grants a total +4 points of damage before rolling dice, and +2 to-hit. This makes every Legion warbeast effectively MAT 7. Friendly Legion models moved as a result of Vayl's feat do not activate. Therefore, a warbeast brought back by Thagrosh's feat may move during Cat & Mouse. Charge Vayl forward on turn two, at the tip of your army. Make sure she's not in easy reach and that you have a 'beast close for Dark Sentinel, but really hang her out there, then pop her feat. Use Cat & Mouse to move your army up while your opponent maneuvers for position. It will be almost impossible to ignore Vayl but short of running he can't quite engage or attack so he's got to move through her 16" control area to get to your army. At the start of turn three he should be lined up and you will be in position with essentially a free turn of movement. Pop Lylyth's feat at this point and let the slaughter begin.

DRAWN & QUARTERED

A FOUR-PLAYER BATTLE REPORT FOR HORDES/WARMACHINE

by **Paul Grudziecki, Adam Livingston, Jimmy Livingston,** and **Neal Scott**

GAMES AND COMICS...& STUFF

When Duncan at Privateer Press contacted us and asked if we would create a battle report for them, we jumped at the opportunity. The popularity of great games like WARMACHINE and HORDES gave our business, Games and Comics... & Stuff, tremendous success. With that in mind, we're happy to show you one of our battles. We gathered four of our players and got down to business.

SCENARIO

The Circle Orboros plans to ambush a Cygnar force as it marches north through the Thornwood. A band of trollbloods learned of the Circle's plan but not the location of the ambush. The Trolls briefly set aside their animosity towards the Cygnarans to join forces and attack the Circle together.

SET UP

The Cygnar army and the Trollbloods march down an old path through the Thornwood. Cygnar forces must set up 24" from any one side, roughly in the center of the table. The Trollbloods set up 18" from the same side and facing as the Cygnar. The Circle forces may set up in either of their deployment zones. The Cygnar force is 500 points. The Trollblood force is 500 points. The Circle spends 1000 points in two 500-point blocks. We decided to alternate team turns in the following order: Neal (Circle), Paul (Cygnar), Jimmy (Circle), and Adam (Trollblood).

VICTORY CONDITIONS

The Cygnar and Trollblood team's primary objective is to move Darius off of the board edge ahead of him. Completely destroying the Circle is their secondary objective. The Circle team's primary objective is to kill Darius. Keeping all their warlocks alive is their secondary objective. We wanted a casual, story-driven game, so there are no Victory Points, time limits, or ties.

So here we go: a four player mixed game with Cygnar and the Trolls coming together to face the Circle! Let's take a look at the players and their armies.

NEAL SCOTT'S CIRCLE ARMY

FORCES:

KAYA THE WILDBORNE
59PTS

WARPWOLF X2
216 PTS
("TOOTH" AND "CLAW")

ARGUS X4
216PTS

TOTAL: 491

Neal's Army Composition:

Ever since the announcement of HORDES, the Circle has been my favorite. I've only had one chance to play Kaya, another personal favorite, with mixed results, and looked forward to trying her again. I hope to make good use of Kaya's Calm ability and push my warbeasts to their limits. I think the nice mix of her spells and the various animus could prove an interesting match against warjacks and trollbloods.

Jimmy Livingston's Circle Army:

Forces:

Baldur the Stonecleaver
65pts

Woldwarden
116pts

Woldwarden
116pts

Woldwarden
116pts

Wolves of Orboros
(Leader + 5 Troopers)
51pts

Totem Hunter
35pts

Total: 499

Jimmy's Army Composition

I'm normally a Skorne player, but Neal asked me to partner up for this big battle. I wanted to test the virtues of using Baldur and three Woldwarden—the subject of many discussion threads on the HORDES forums. To round out the list, I chose a unit of Wolves of Orboros to negate some of Cygnar's range attack abilities and the Totem Hunter.

Cygnar/Troll Alliance

Adam Livingston's Trollblood Army

Forces:

Hoarluk Doomshaper
54pts

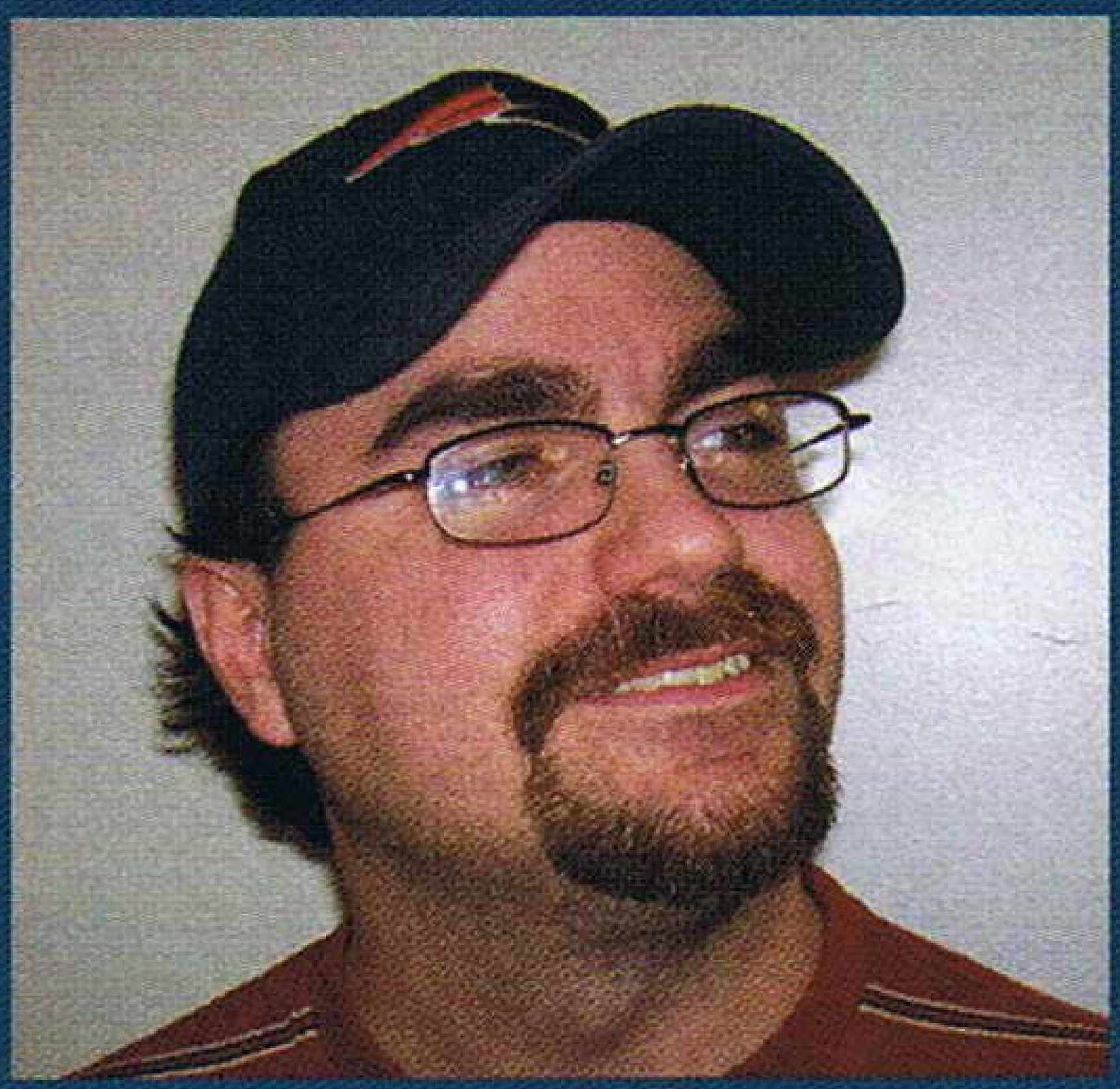
Trollkin Champions
(Leader + 4 Troopers)
106pts

Dire Troll Mauler
111pts

Troll Impaler x2
150 pts

Troll Axer
72pts

Total: 493



Adam's Army Composition:

I chose this army for two reasons. First, I wanted to see the ferocity of the Dire Troll Mauler and Trollkin Champions. The Rage animus of the Mauler, mixed with an already impressive P+S of 16, the ability to throw with relative ease, and the Champions concert ability, made the Mauler an easy choice.

Second, there is a level of practicality with fielding the starting army box in tandem with my Mauler and Champions. I choose my favorite trollkin, the Doomshaper, as my warlock, as it allows me a modicum of control over the Mauler.

Paul Grudziecki's Cygnar Army

Forces:

Captain Darius
93pts

Defender
122pts

Centurion
113pts

Centurion
113pts

Journeyman Warcaster
25pts

Gun Mage Captain Adept
32pts

Total: 498

Paul's Army Composition

I love playing Cygnar. I choose to build around two Centurions and Captain Darius. In my opinion, two 'jacks with shields, and Darius there to clean up should they get damaged, makes for a strong initial focus. I choose a Defender to add some ranged attack coupled with a strong melee attack. The Journeyman serves to cast Arcane Shield on Darius and take shots when possible. The Gun Mage Captain Adept is used to finish off wounded opponents.

Kaya and beasts

Paul:

Sensing an ambush, I pulled the Cygnar units back to force the enemy to reveal themselves. I had Darius cast Full Throttle, then Fortify on the Defender. I drew both Centurions back to cover the flanks and prevent charges. The Journeyman cast Arcane Shield on Darius and I sent the Gun Mage Captain Adept forward to draw out the enemy in a charge.

Jimmy:

I kept Baldur's forces back within the trees until I was certain of what Darius and the Trolls would do.

SET UP

We knew where on the board to set up our forces—now it's time actually to set them up.

Neal:

Having conferred with my partner, we decided to split our forces and take them on each side of the field. I set up my Warpwolves on Kaya's left to offset the heavy warjacks and the Argus to my right to counter the Trollbloods.

Jimmy:

I claim the opposite site of the field and set up Baldur with two Woldwardens as one group and the third Woldwarden grouped with the Wolves of Orboros.

Paul:

Since this looks like a trap, the Centurions lead the front of our forces with the defender just behind. Darius, the Journeyman, and the Gun Mage Captain Adept begin between the 'jacks and the trolls.

Adam:

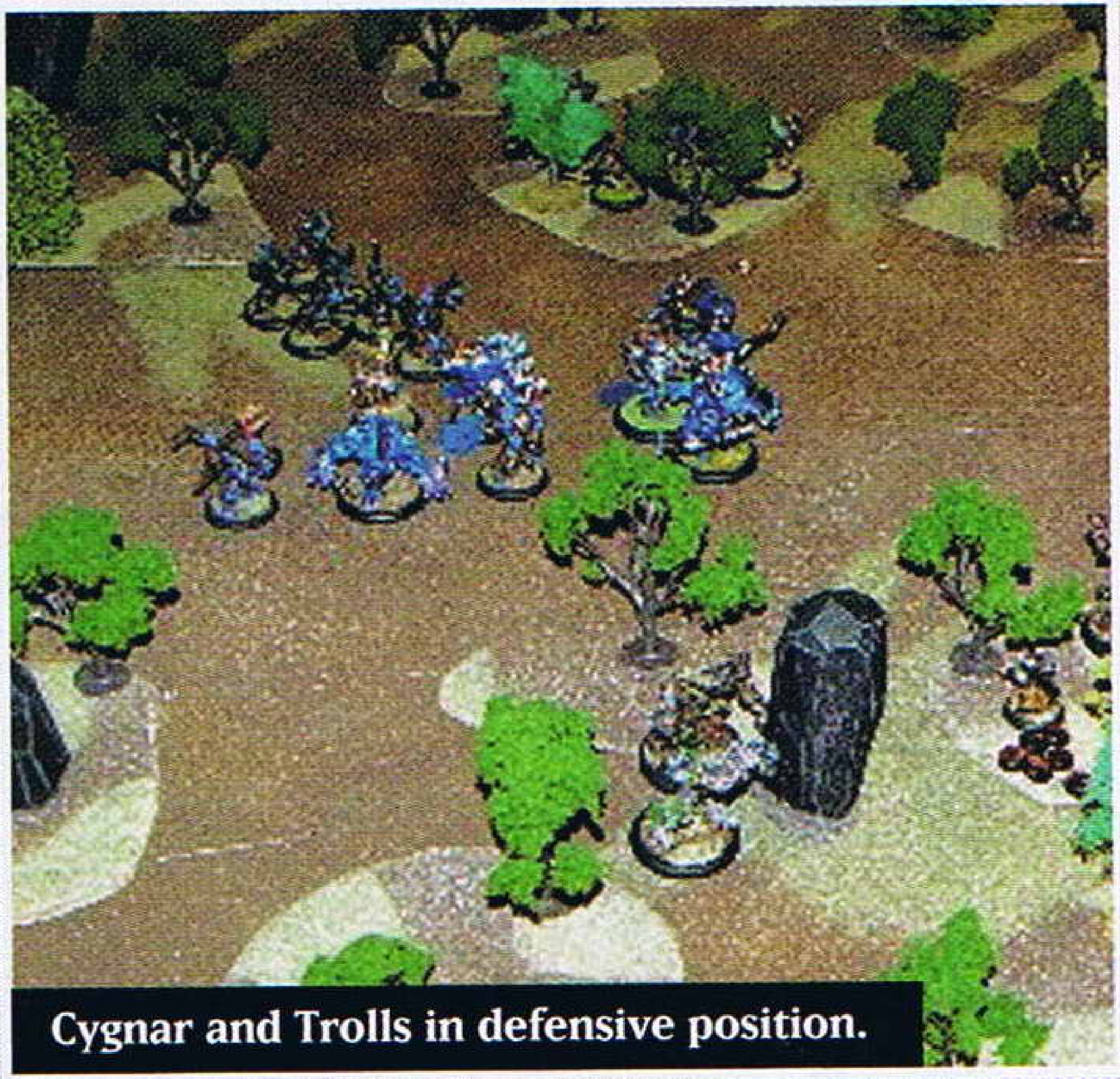
My models begin behind the Cygnar forces. I start with three heavy melee units, two ranged units, and a warlock. I surround my warlock, setting my Dire Troll and Axer to the right of the army, my champions to the left, and my Impalers to the rear, so they flank my forces and add ranged support to where needed.

Cygnar and Trolls

TURN ONE

Neal:

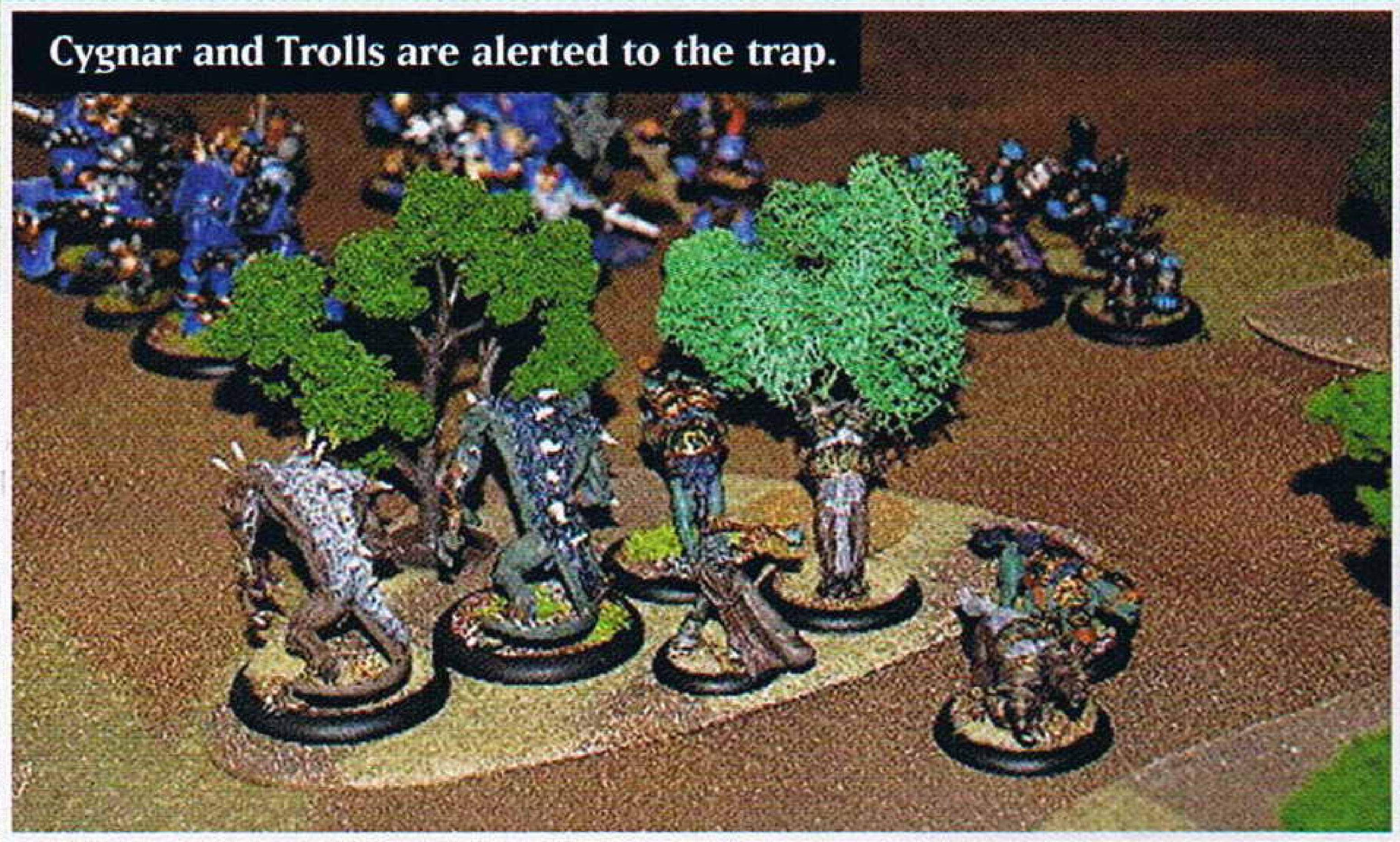
Having decided ahead of time that Kaya's group would go first, I looked to move my forces out of the deployment zone and as close to the enemy as possible without sacrificing the cover of the forest. The Warpwolves moved tightly together between clumps of trees. Next, I moved both Argus forward to possibly engage the rear of the Trolls and then moved Kaya up to join them.



Cygnar and Trolls in defensive position.

Adam:

Seeing Kaya's force moving down the flank, I moved the Trollbloods Champions into a tight formation near the wood line, close to the Argus. I move the first Impaler where it could


Cygnar and Trolls are alerted to the trap.

Troll ready to rush the threat in the wood.

target a Woldwarden through the copses of trees. After boosting the attack, I rolled a critical hit against the Woldwarden, slamming it into another of its brethren—both tumble to the ground. I moved the second Impaler to the Argus it sees on the other side of the trail. A boosted attack roll gets a critical as well. The Argus slams into its companion, knocking both down. Hoarluk advanced slightly and discarded the Fury on him to prepare for the next turn.

TURN TWO

Neal:

I started this turn with a slight disadvantage. I stood both of the downed Argus' and moved them farther to Kaya's left into the woods to continue flanking the Trolls. I moved the other two Argus forward and used Doppler Bark on two of the Trollblood champions.

I activated Kaya and spent some of her Fury to heal the one Argus. She then cast Rager on "Claw", a Warpwolf, and moved to keep all of her beasts within control range. I decided to activate "Claw" first, and used Controlled Warping for additional speed. "Claw" was close enough to head butt one of the Trollblood Champions, knocking him down. "Claw" attempted three separate attacks on the downed Trollblood Champion, but only the last one succeeded in dealing the killing blow. "Tooth", who was too far away for a successful charge, simply moved to set up its attacks the next turn.

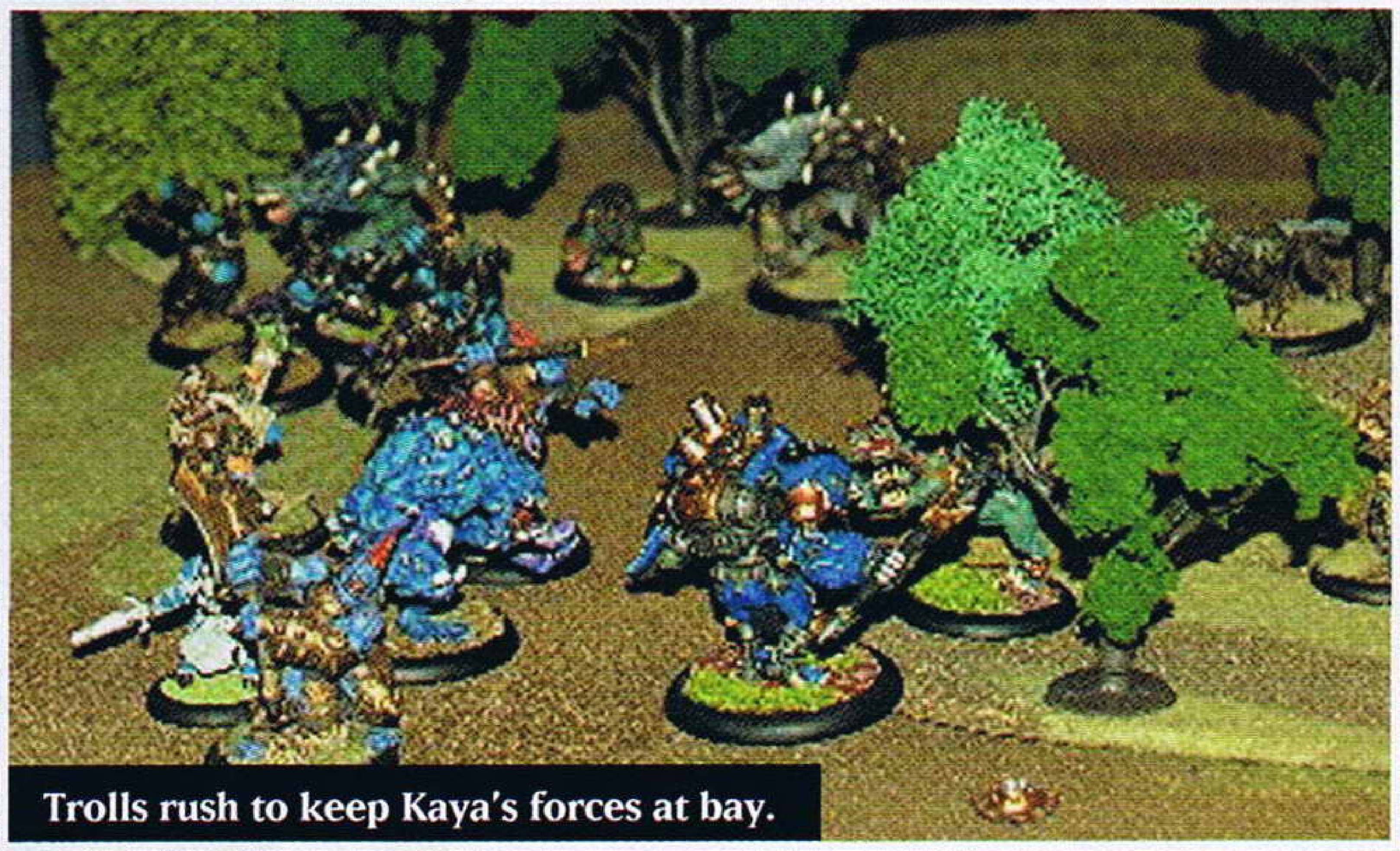
Paul:

With the ambush well under way, I knew Darius' forces must make good use of their strengths to see the day through. I went through the Activation and Upkeep phase taking special care to make sure I had the Journeyman upkeep the Arcane Shield on Darius. I moved the Gun Mage Captain Adept back toward Kaya, looking for a good shot. I noticed a Woldwarden within range and fired off a Thunderbolt, pushing the model back farther into the trees. The Journeyman made a good shot with its hand cannon and damaged Argus #2. I activated Darius and noticed I could just barely trace line of sight to a Woldwarden standing at the edge of a copse of trees, so I used his crane to position the Defender to take a shot at it. The shot missed I then moved one of the Centurions to engage an Argus, but failed to wound it. After all of that, I realized Darius was without the Defender nearby (and Fortify), so he may now be open to attack.

Jimmy:

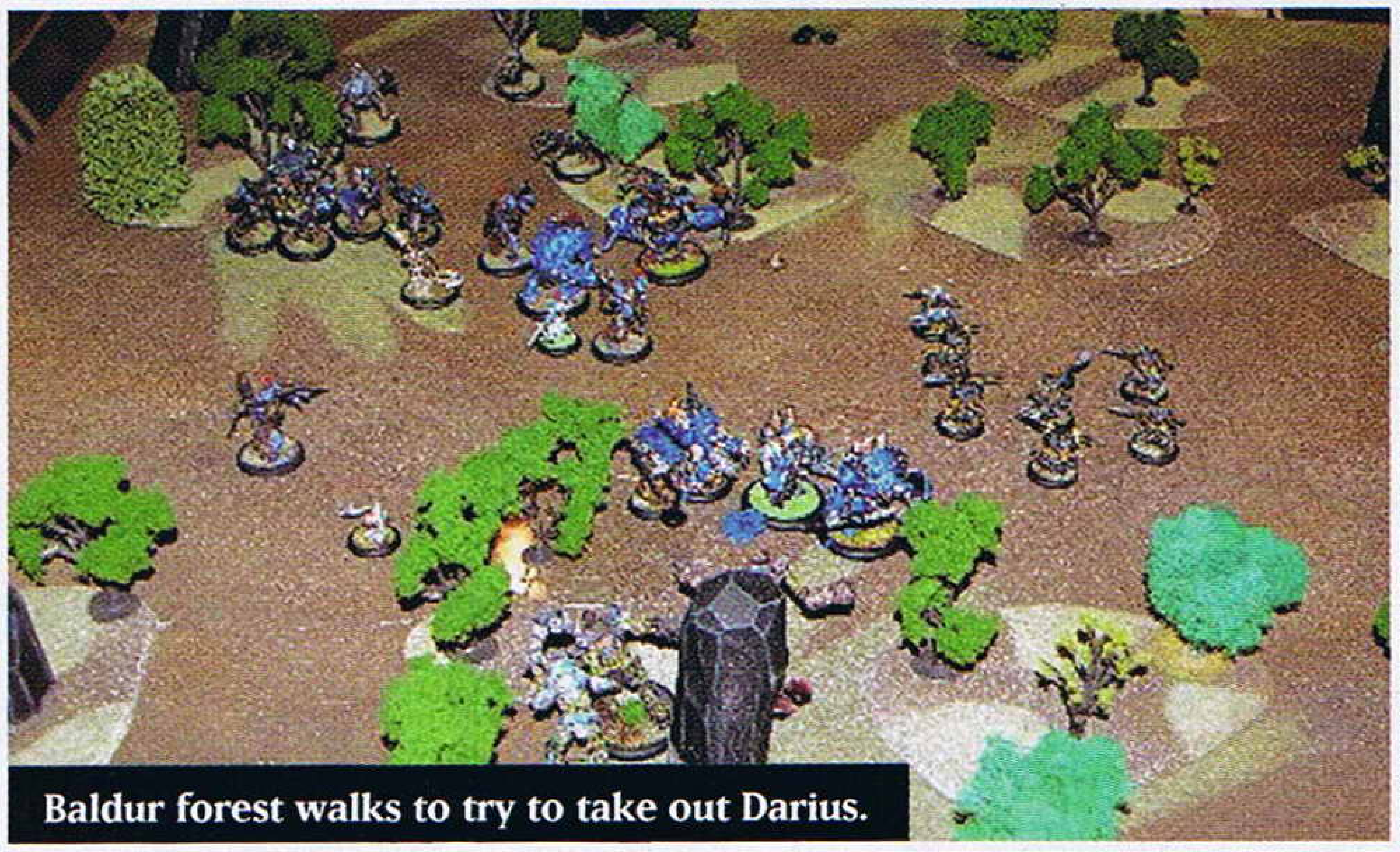
I made a bold decision to give it my all this turn and take a run at both Darius and Hoarluk, in hopes for an early win.

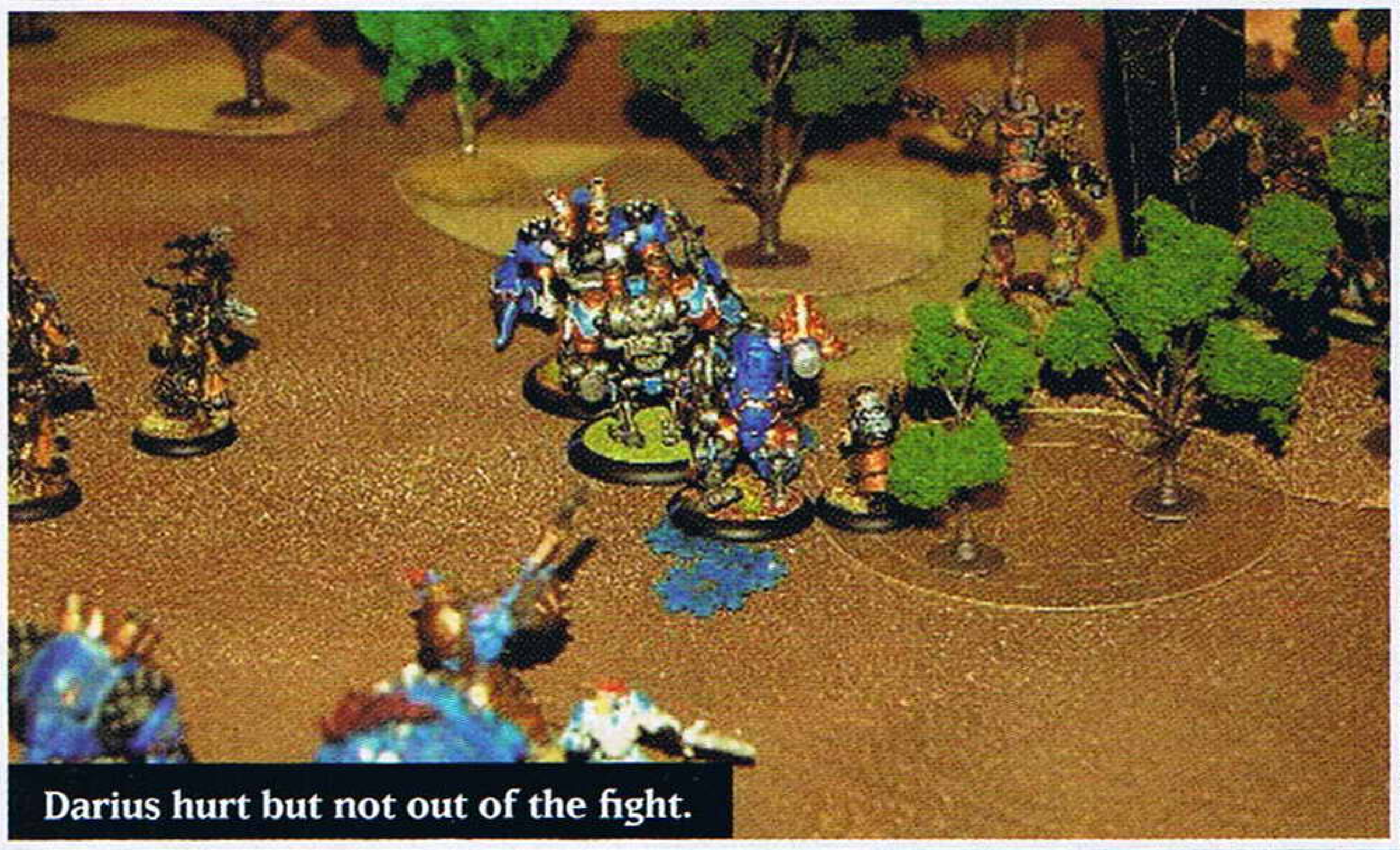
I moved the Wolves of Orboros to engage the Gun Mage Captain Adept. Next, one of the fallen Woldwareden stood


Trolls rush to keep Kaya's forces at bay.

The trap is sprung!

up and cast Earthspikes against Darius with a boosted roll in hopes of a knockdown...no such luck, but it did cause some minor damage. Woldwarden #2 stood up and attempted the same trick—another failure. Thankfully, the third Woldwarden was the charm, getting a critical knockdown and tipping Darius over. I guess having three Woldwardens is good for something!


Baldur forest walks to try to take out Darius.


Darius hurt but not out of the fight.

Baldur cast Rapid Growth near Darius and Forest Walked to get next to the Cygnaran warcaster, expecting to bash Darius to bits with Tritus. Arcane Shield came into play, however, and Darius survived! Baldur only had one Fury left for another attack, but I decided to save it for the beat down that he was surely going to receive for allowing Darius to live. Baldur used the Broken Earth feat—if Darius wanted to take him out, he'd have to do it without help from his 'jacks.

On the far side of the battlefield, I noticed that Hoarluk's back was turned to the Totem Hunter. Even though the attack might not drop the warlock, this was probably the best opportunity for me to cause damage since the warlock had no Fury to transfer the damage. I decided to move the Hunter towards Hoarluk, Vaulting the remaining distance to attack. The Totem Hunter dealt an impressive 10 points of damage—enough to set the warlock up for some hurt later in the game.

Adam:

Darius now seemed to be in a somewhat secure position. The Impaler targeted the Totem Hunter and killed him with one hit. The second Impaler targeted the Warpwolf and scored a critical hit. I then had the Troll Champions go to town on the Warpwolf, automatically hitting. Next, I sent the Mauler forward toward Kaya and her pets. I moved the Axer to help form a crescent of Trollblood forces looking to block Kaya's battlegroup from doing any harm to the Cygnarian army. Hoarluk cast Accurse at a nearby Argus, dealing minimum damage. Finally, I had Hoarluk call forth Dhunia's Wrath.

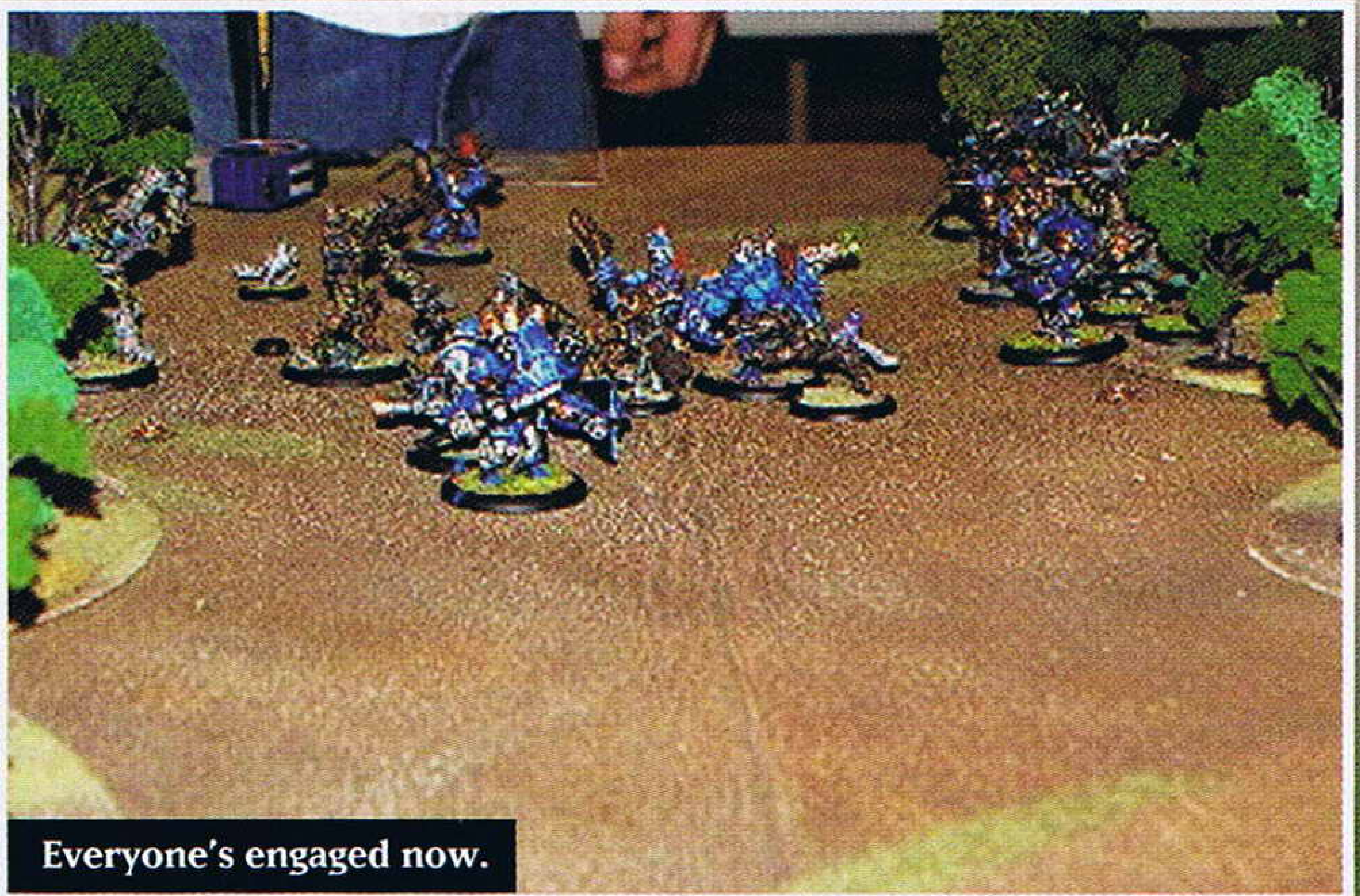
TURN THREE

Neal:

Jimmy managed to knock Darius down and do damage to Hoarluk with the now dead Totem Hunter. With both of their leaders hurt and in trouble, I decided to send Kaya's forces after Darius to finish off the primary objective.

Since Dhunia's Wrath was in effect, caution was in order. I attacked the Troll Champions with "Claw," but did little damage. "Tooth's" attacks had the same disastrous results. Demoralized by the Warpwolves failures, I was forced to change plans mid-turn. In a vain attempt to damage the Centurion that was bashing Argus #1, I forced it to make a Combo Bite, while Dhunia's Wrath caused the two headed beast to burn with agony.The Argus hit, but did nothing but chew some paint off the hull. I moved Argus #3 and #4 forward to either help out the Warpwolves or the other Argus, but didn't have a straight line to make a good charge with the Warpwolves in the way.

I decided to send Kaya on an all out assault, targeting a friendly Woldwarden to Spirit Door next to the downed Darius. Kaya struck Darius, but even her mighty weapon bounced off. She

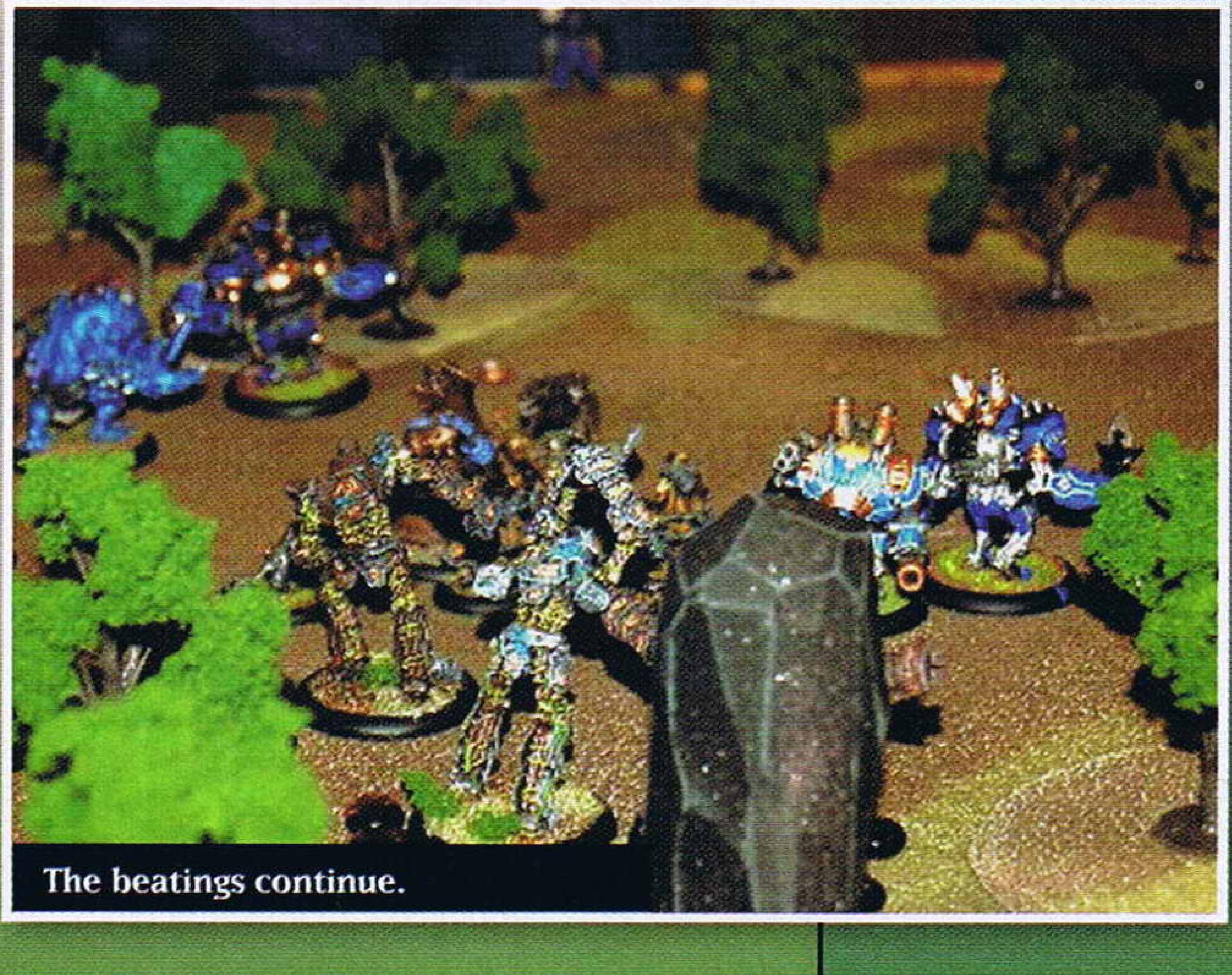

Everyone's engaged now.

spent another Fury point to try again to harm the warcaster, all to no effect. Kaya invoked her Wild Mastery in an attempt to kill Darius once and for all, but failed again! Dejected, I was forced to use one fury to transfer damage to one of the Woldwarden just to keep her alive. Turn three left Kaya's forces over exposed and out of luck.

Paul:

Things were not looking good for Darius, now below half his life after taking a beating from Baldur and still on the ground in front of his enemy. I also knew that since Jimmy had spent all of Baldur's fury, I had a chance to destroy his warlock, but with Broken Earth still in play, it would be difficult. After the Allocation and Upkeep phase, I activated Darius and swung with the Quake Hammer. After the smoke cleared, I had killed Baldur! I tried to move my Gun Mage Captain Adept away from the Wolves of Orboros, who kiled him for his efforts. I then had the Defender engage a Woldwarden and a Centurion engage the Unit of Wolves, without damaging either. The other Centurion fared somewhat better and destroyed the Argus it was battling.

Second attempt at taking out Darius.

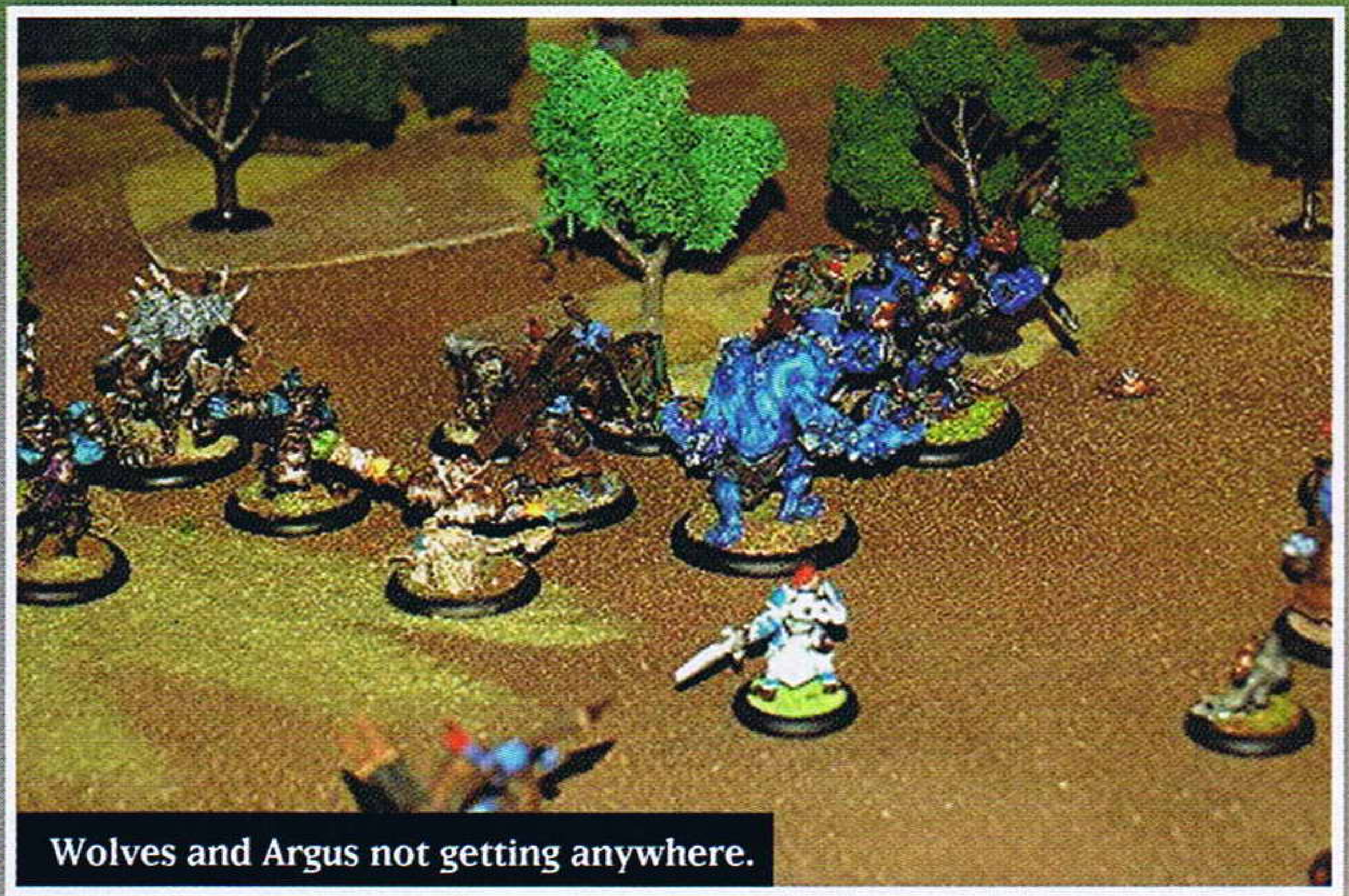


The beatings continue.

Jimmy:

Darius stood up and pounded Baldur into worm food. So much for the glory of an early kill! However, one of the best features of the Woldwardens (especially in two warlock games) is that they never frenzy or go wild. And, since Kaya had moved close to their position, the Wardens stayed in the game!

The Woldwardens couldn't reach Darius this turn to finish him off, but the remaining Wolves of Orboros could with a charge! I forced the Woldwarden to double-hand throw the Defender into the Centurion. The deviation was only off by an inch, still striking the Centurion and knocking both 'jacks down. The Wolves of Orboros charged and the combined melee attack proved enough to finally finish off the Cygnaran warcaster!



Wolves and Argus not getting anywhere.

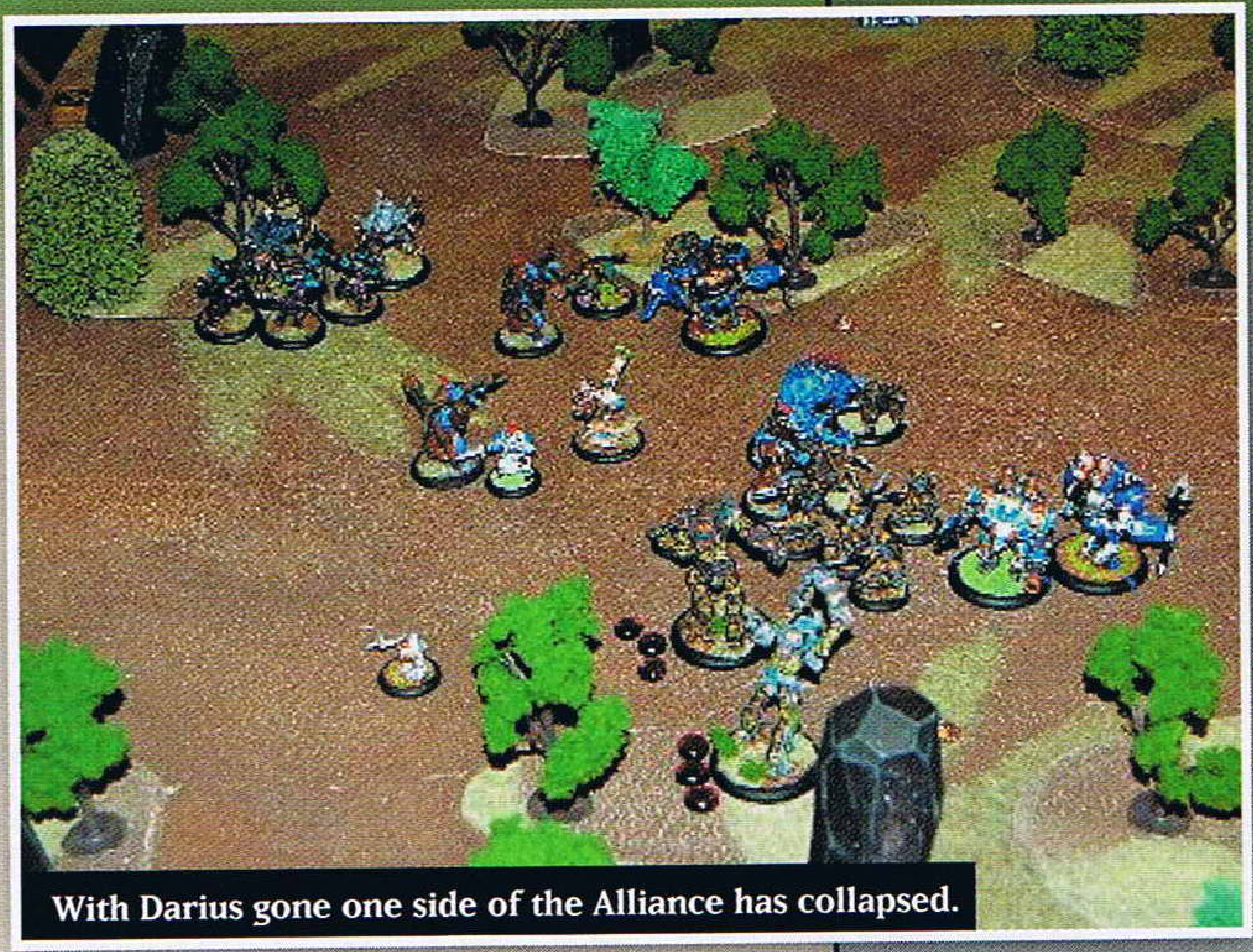
Adam:

After I had leeched some Fury, my Troll Champions attacked the Warpwolves, but failed to deal damage. My Impaler engaged the Argus', killing one. The other Impaler threw a spear at one of the Warpwolves, but missed—thankfully missing my Champions as well. I activated Hoarluk, cast Fortune on the Mauler, and forced the Dire Troll to use its animus. The Dire Troll charged Kaya, but she transferred the damage to a Woldwarden, killing it. The Troll axer followed suit and Kaya again transferred the damage to another Woldwarden.

TURN FOUR

Neal:

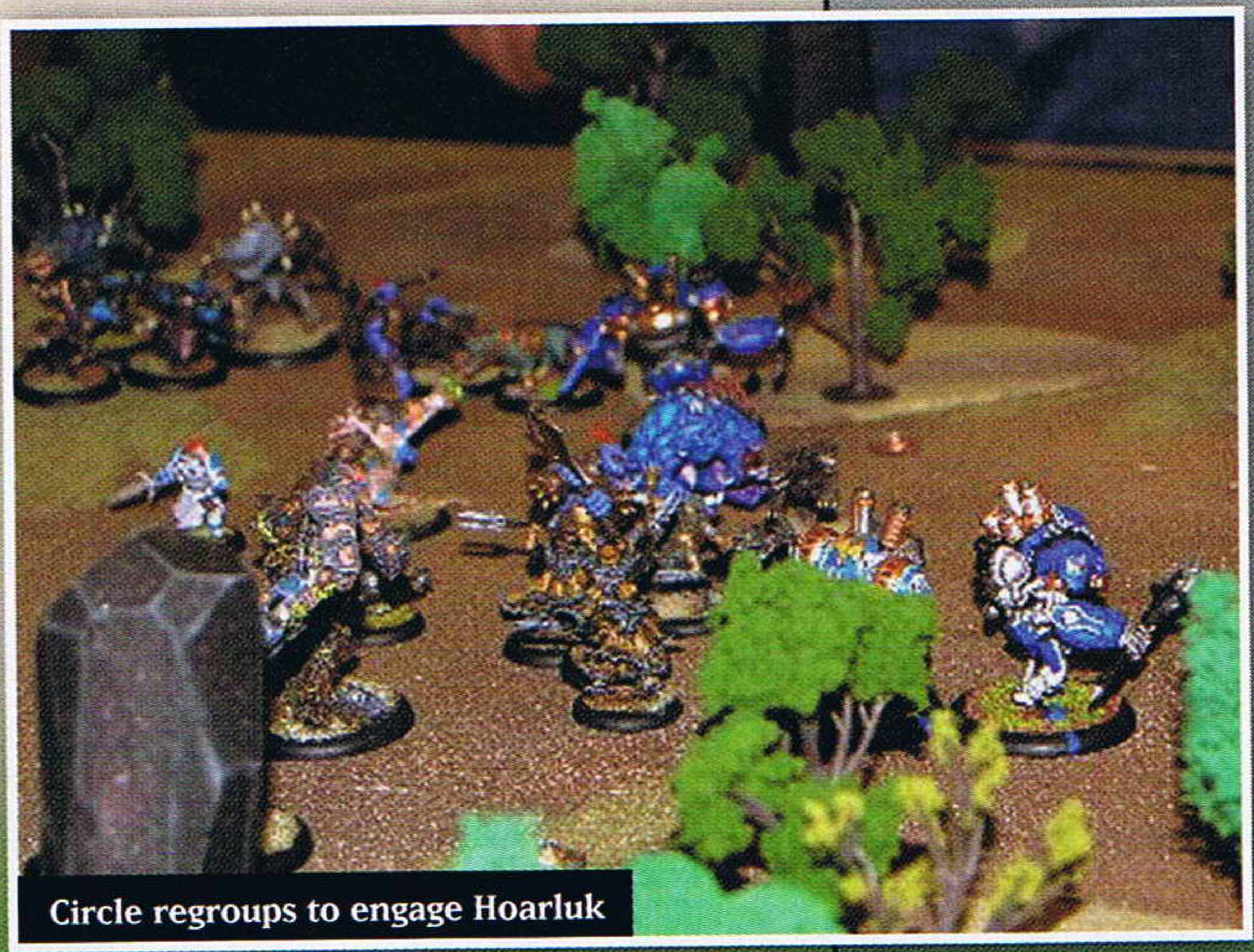
The Wolves proved too much for the damaged Darius who finally dies, making the 'jacks inert. Seeing the situation as dire, I had Kaya cast Spirit Door on herself and move back into the forest next to Argus #1. I decided to send Argus #1 after the Dire Troll. Argus #2 and #4 attack the Impaler, ripping him to shreds. "Tooth" attacks one of Champions, dealing enough damage to kill it if it but due to the



With Darius gone one side of the Alliance has collapsed.

Hoarluk surrounded.

Tough ability the Champion stays alive. "Claw" shows better luck, dispatching one of the champions with ease, but the remaining Champion, again, proves to tough to kill. The situation seems dire as most of my warbeasts are enraged and full of fury, and I have no way to leech from them next turn.



Circle regroups to engage Hoarluk

Paul:

With the death of Darius, only my Journeyman warcaster remains. I decided to end my turn by having him cast Arcane Shield on Doomshaper.

Jimmy:

I lost one Woldwarden and the other two were hurt, due to transferred damage from Kaya. I now had a chance of getting one Woldwarden close to Hoarluk. I needed some way of knocking the Fury points off him. I moved a Woldwarden into combat with Hoarluk and Kaya forced it to do a double-handed throw towards the Wolves of Orboros and the other Warden.

Hoarluk landed right in front of the four Wolves who speared him mercilessly. This shunted damage to the Troll's other beasts and removed enough Fury to hopefully allow Woldwarden to finish him off. Unfortunately, the blasted Journeyman Warcaster had cast Arcane Shield on the old Troll! Hoarluk soaked up a few points of damage, transferring the remainder to his other beasts. Even after a Woldwarden smacked him around, Hoarluk remained alive with 2 points.

Adam:

I decided to have my Axer charge the Wolves of Orboros, who failed the command check and fled. The Champions continued holding up the Warpwolves, although they dealt little damage. My last Impaler then threw a spear at a wounded Argus, missing. My Mauler attempts to toss the Woldwarden away from Hoarluk, but I fail the roll. Finally, Hoarluk stood up and pounded the Woldwarden to rubble.

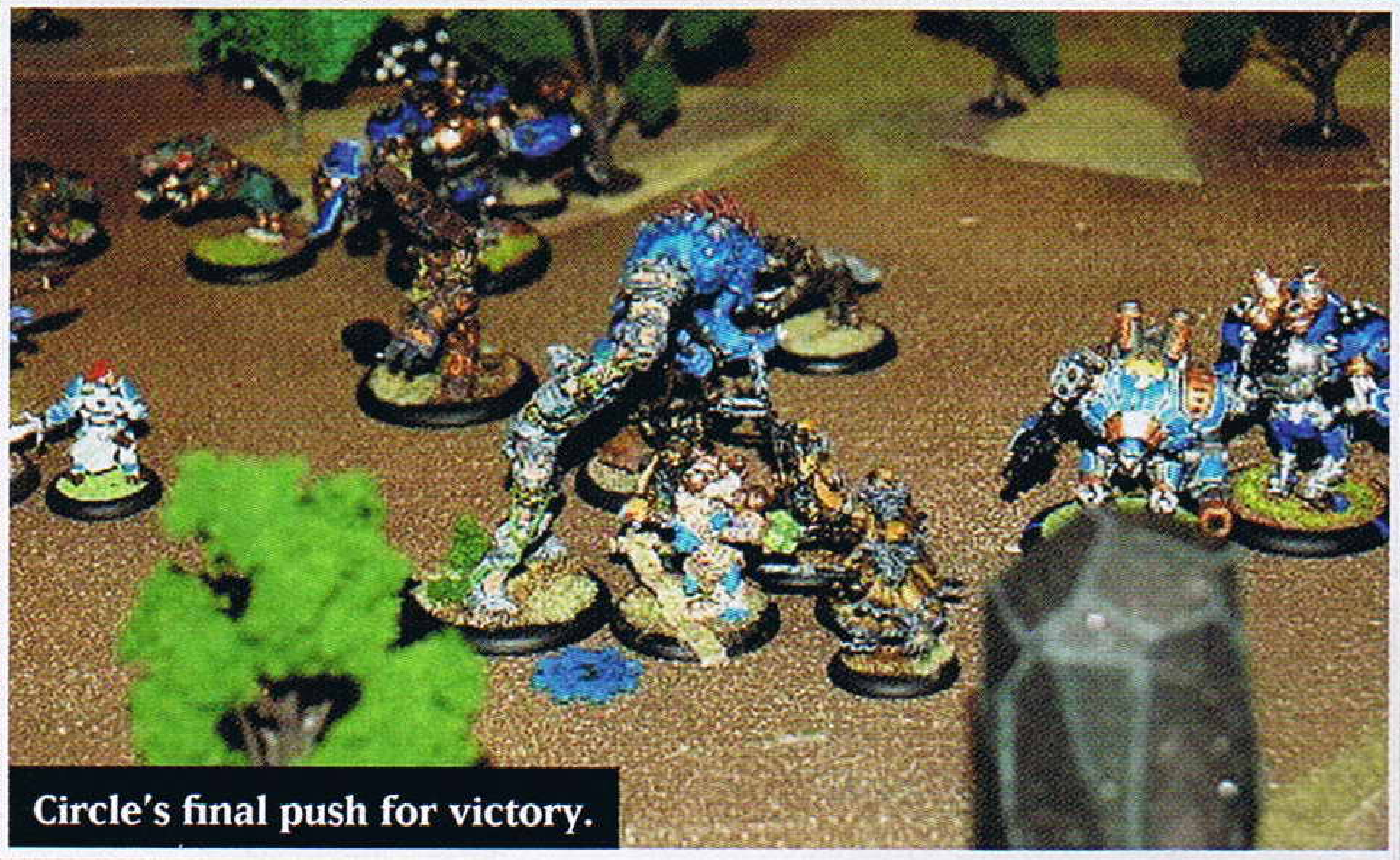
TURN FIVE

Neal:

Disaster strikes! While I made my enraged Warpwolves threshold checks, I fail with Argus #1 and #4, who attack the Dire Troll, but deal minimum damage. Hoarluk used The Will of Balasar, forcing the frenzied Argus #4 to kill Argus #2. Now, with only half of my remaining force able to do anything under my command, I tried to make a push. "Tooth" And "Claw" are effectively held by the remaining Champions and severely wounded. The Warpwolves attack the Champions and succeed in finishing both off. Desperate now, Kaya used Spirit Door to appear next to Hoarluk for an attack, despite his Fury. The attacks fail, as Adam shunts the damage to his warbeasts keeping Hoarluk alive.

Paul:

My Journeyman Warcaster paid the upkeep on Arcane Shield and then manages to shoot and kill the remaining Argus!


Circle's final push for victory.

The old Troll survives and hits back even harder.

Jimmy:

This was my last chance to turn the situation around. Having only one Warden left, I needed to disengage from the Dire Trolls in order to finish off Hoarluk. Forced to use Fury to make a boosted attack due to the loss of the Woldwarden's Mind aspect, I rolled...and missed!

Adam:

This is it! Hoarluk stands up and smashes Kaya with the Gnarlroot. I roll the dice, and in the end, Hoarluk stand victorious over Kaya's still form. Victory!

Circle is defeated.

FINAL THOUGHTS

Neal:

Our opponents did an excellent job of moving and tying up my forces. Over all, it was a great game, even with all the problems I faced.

Paul:

I really enjoyed both the scenario and backstory we had for this game. I just need to button down my tactics a little better. I have no doubt we will be successful next time.

Jimmy:

Fun game! I must say that with HORDES, you tend to use more special attacks and power moves to get things done verses loading up on Focus and pounding things like in WARMACHINE. There seem to be more opportunities for these attacks and I've actually learned a few things that I plan on trying out in regular WARMACHINE games to see if they translate well.

Adam:

This game was simply amazing. Paul and I had a decent plan, and good luck early in the game, but Baldur managed to thwart it. My team and I faced several ups and downs.

FINAL TALLY

CIRCLE OF ORBOROS:
PRIMARY OBJECTIVE ACHIEVED. SECONDARY OBJECTIVE NOT ACHIEVED.

CYGNAR/TROLL ALLIANCE:
PRIMARY OBJECTIVE NOT ACHIEVED. SECONDARY OBJECTIVE ACHIEVED.

THE WINNER:

THE CIRCLE ORBOROS!

The battle ends in a victory for the Circle of Orboros

GUTS & GEARS

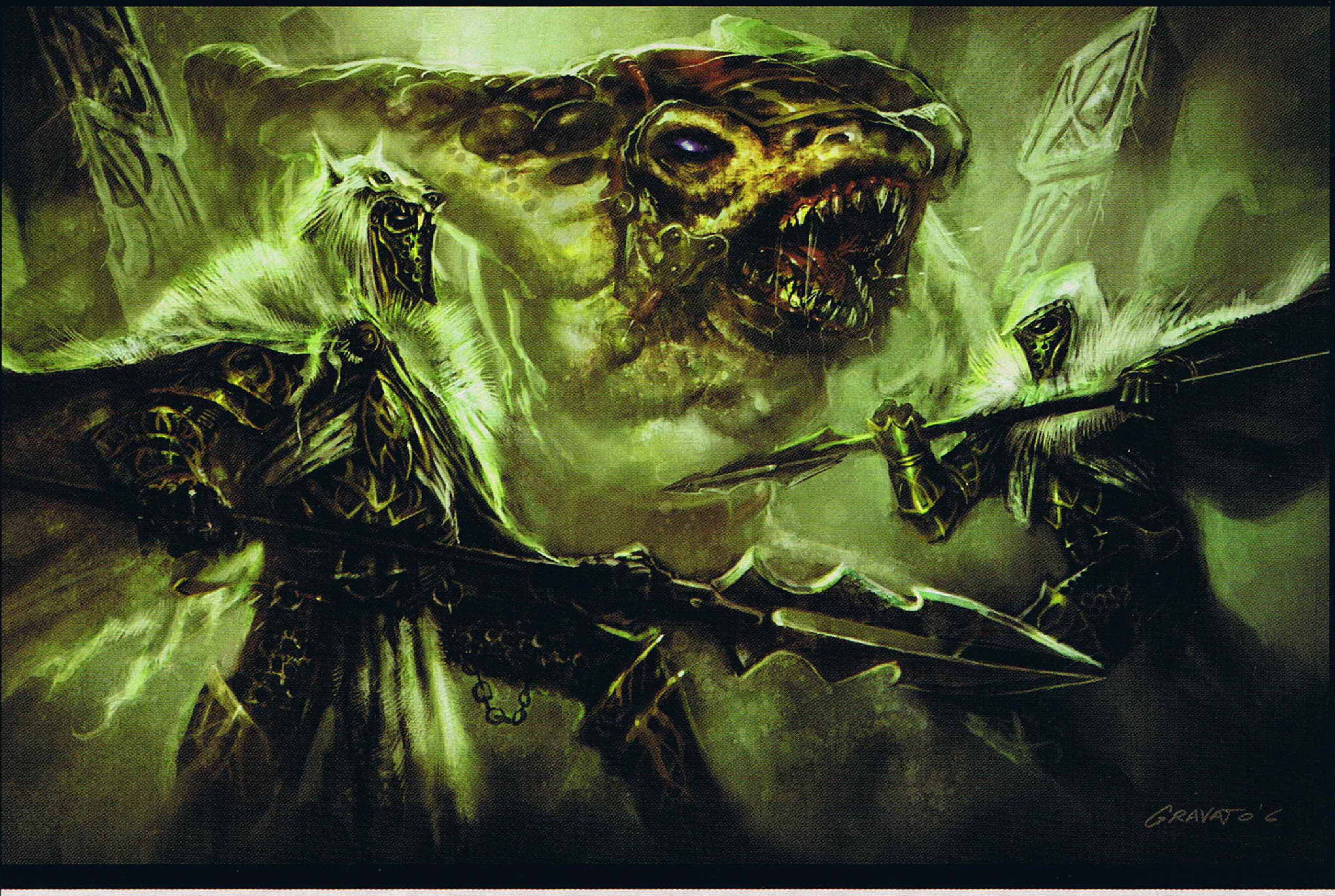
THE MEN AND MACHINES OF WARMACHINE

Written by **Douglas Seacat** • **Art by John Gravato, Andrew Arconti, and Brian Snoddy**

THE WOLVES OF ORBOROS

Worship on the fringes of society is not bound by the constraints of law. There are places where the decrees of church and state do not reach and some communities bond to older beliefs and practices, or simply ignore the dictates of the majority. It is on the edges of civilization where chaos gnaws at the foundations and the pursuit of older gods takes purchase. There amongst ancient traditions, hidden within harvest rites and yearly feasts, lay the potent seeds of worship. Along these fringes, the Devourer spreads the seed of the wilding within bloodlines, traceable back beyond the days of human history, when the Molgur held domain over the wild. It is there where the guardian spirit of the wolf takes hold in the hearts of men. Ever vigilant, the Wolves of Orboros watch over the blackclad's Circle, faithful wardens and soldiers for the druids.

Entire villages exist beyond the record of any map, hidden away in forgotten nooks or glades, sometimes isolated up treacherous mountain trails or past dangerous swamps. In these places neither Church nor army scrutinizes the



activities of the Circle and no Empress or King dare enforce taxation or other claims of domain. While these communities exist under the watchful guardianship of the druids, they serve as a source of druidic power. Bloodlines, fostered and grown over millennia by the druids of the Circle, provide a wellspring of potential. Those born to these bloodlines show more desire to go through the wilding and gain potency and power in doing so.

Those families with long assocation with the druids over the generations formed the original core of the Wolves of Orboros. However, as time marched on and the Circle became more active in the battles of the world, they realized the need for additional men of strong arm and fighting skill to support their endeavors. The Circle recruits among the fringe societies, seeking those eager to earn coin or reputation in the wild places. Many of these wild communities contain hearty men and women of thick frame and stout spirit who eke out a difficult life in the wilds, barely sustaining themselves by tracking, logging, or other dangerous work. Such individuals do not always shun the blackclad druids as the city-folk might, and are willing to listen to proposals, and take up arms if rewarded for doing so. The druids are persuasive and know how to approach such people, offering payment for their services and ongoing protection of their families left behind.

Increasingly, the Wolves have drawn from these newcomers, bringing them into the fold to teach them their ways. The Wolves immerse them in their older traditions and rites and train them in the use of cleft-bladed spears to prepare them for battle. Those born to this life assist in the indoctrination of those with more mercenary inclinations, drawing on the strength of experiences of both worlds to fight the wars of the Circle. Versed in tracking, hunting, and stalking the woods of Immoren, these individuals become part of a wider network that cuts past the borders of nations. The Wolves ignore the chains of fealty to King and Country and instead learn to pay respect only to the Druids and their cause.

Used for both rites and battles, the cloak is one of the means by which wolves of separate regions may quickly recognize one another.

Even as their numbers swell, the most reliable core of the Wolves remains those whose families served for generations as spies and agents, sometimes slipping into the worlds of civilized men and pretending to walk among them as one of their own. Others stalk the dark woods and thickets in search that dare intrude into druidic lands or sacred sites.

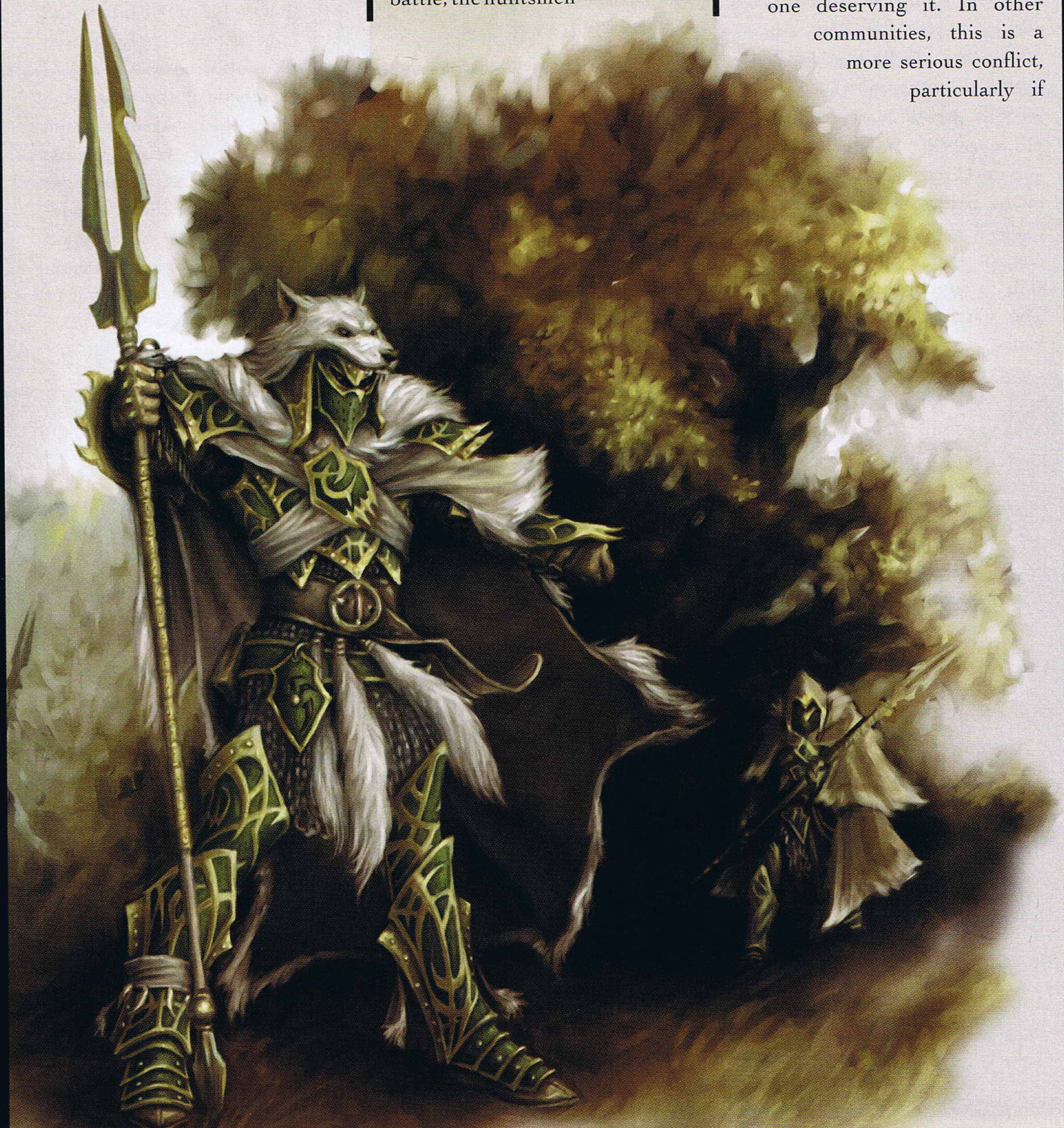
Beginning on the eve of Calder's conjunction with the Eye of the Wurm, and ending almost a year later on the Feast of the Wolf, the training of a wolf is an arduous path filled with trials that test the courage and ferocity of those seeking to join. During this time, they learn martial and practical skills vital for times of trial. Warrior's ways are taught, including the mastery of the double cleft spear and how to move swiftly through even the most difficult territory. Muscles are hardened by endless practice and physical rigor. The mind is sharpened by ancient herbs and rites of worship. The heart is forged into a fiery vessel for fearlessness, temper, and resolve.

On the night of the Feast of the Wolf, those who trained to become Wolves of Orboros take part in a great hunt. Joining together after a feast consecrated by a Potent of the Circle Orboros, they are given their final task—track down and slay some difficult prey chosen by the Druids. Led by the skilled elder members of the order, the Huntsmen, this wild hunt often pitches groups of initiates against monstrosities best left to the pages of bestiaries and books of legend. Those who return from the hunt, whether wounded, whole, or slain, are given the honor of a Wolf of Orboros.

Each wolf is ritually bathed in the blood of the prey brought down by this wild hunt. They are then granted a suit of hunter's armor, light plates over chainmail, crafted by those senior members of their number who mastered the ways of this craft. A cloak of fine wolf fur is bestowed on the new member. Used for both rites and battles, the cloak is one of the means by which wolves of separate regions may quickly recognize one another. From the moment these gifts are bestowed, the wolf becomes a member of a pack.

The secret society of the Wolves of Orboros is formed around the idea of the pack. The core of each pack is the Huntsmen, but packs combine together into larger groups overseen by those senior to the organization. Many of those who lead multiple packs have fought for decades in service to the druids, grizzled veteran campaigners of battles in obscure corners of the world. Such men and women are most often drawn from the old families that demonstrated a knack for the wilding. However, in some cases, those of particular martial talent, but new to the brotherhood have made their mark and risen to prominence. Elder huntsmen have fought dozens of battles and are as hardened and proven as any professional mercenary or trained soldier. It is the duty of the huntsmen to guide and lead the wolves of his pack, to train and foster them, and assist their families in times of need. In peace, huntsmen are esteemed leaders in their communities, responsible for many of the duties that a mayor or local noble might undertake in a county or fief under their protection. During times of battle, the huntsmen serve as the leaders of a group of wolves, coordinating battle movements and organizing offensives.

To become a huntsman, a ritual battle is fought to reinforce the leader's prowess in battle to those who would follow him. In some places, this battle is a mere formality, as a chosen Wolf might claim such station from a huntsman who seeks to step down or hand the rank to one deserving it. In other communities, this is a more serious conflict, particularly if



the rise to leadership is contested. Injuries and death are commonplace during these battles.

The Circle sees the wolves as foot soldiers in what threatens to be an escalating series of upcoming battles. The rise of Everblight and other recent calamities forced the Circle to come out from the shadows to bare their teeth and fangs, with the Wolves on the front line. To the druids of the Circle, each wolf is an expendable resource—a warrior sacrificed as needed in the battles to come. They demand that a wolf lay down his life in protection of the Circle, even if doing so results in the destruction of his own community and family. However, the wolf knows that the Circle strives to protect the villages and homesteads of his kin, despite the sacrifices made.

To the sovereigns and nobles of civilized lands, the Wolves are considered, at best, criminal elements or, worse, organized military groups without lawful mercenary charters to gather and muster strength of arms. In truth, the nations of man do not fully comprehend the nature of the Wolves, nor do they understand that they are part of a larger, widespread organization. The Wolves remain shielded by the remote nature of their gathering places and the fact that the nations of mankind are afraid to fully explore and confront what awaits them in remote forests and mountains.

Wolf of Orboros

(Society Feat)

Prerequisites

Skills: Survival 4 ranks.

Special: The Character must undergo the rites and trials of the wild hunt in order to become a Wolf of Orboros.

Benefit: While wearing battle gear (hunter's armor), the character may treat it as light armor, ignore armor check penalties incurred by the armor, and add +1 to the Max Dex of that armor (bringing Max Dex for Hunter's Armor to +3).

In addition, the Wolf of Orboros reduces movement penalties by half for moving through undergrowth.

While amongst reclusive or rural peoples, a character with this feat that reveals himself to be a Wolf of Orboros also gains a +2 circumstance bonus to Diplomacy, Intimidate, and Gather Information checks.

Revealing oneself to be a Wolf of Orboros could carry severe repercussions in other locations. Wild trollkin kriels, law abiding citizens, and members of local government typically react negatively to a Wolf of Orboros. A character revealing his allegiances in these circumstances suffers a -2 penalty to Diplomacy checks and could face investigation by angry Menites or suspicious investigators from the Morrowan Order of Illumination.

HUNTER ARMOR

Hunter's Armor

The armor of the wolves of Orboros is designed to grant maximum protection while maintaining a high level of mobility. Light laminated plates of ritually treated metal are nested to a suit of finely wrought chainmail and connected by toughened, but supple leather.

Hunter's armor is normally considered medium armor.

Armor	Cost	Armor Max Bonus	Armor Check Dex	Penalty	Spell Failure	Speed (30 ft.) | (20Ft.)	Weight
Hunter's Armor	160 gp	5	2	-4	25%	20 | 15	30 lb.

CRUSADER

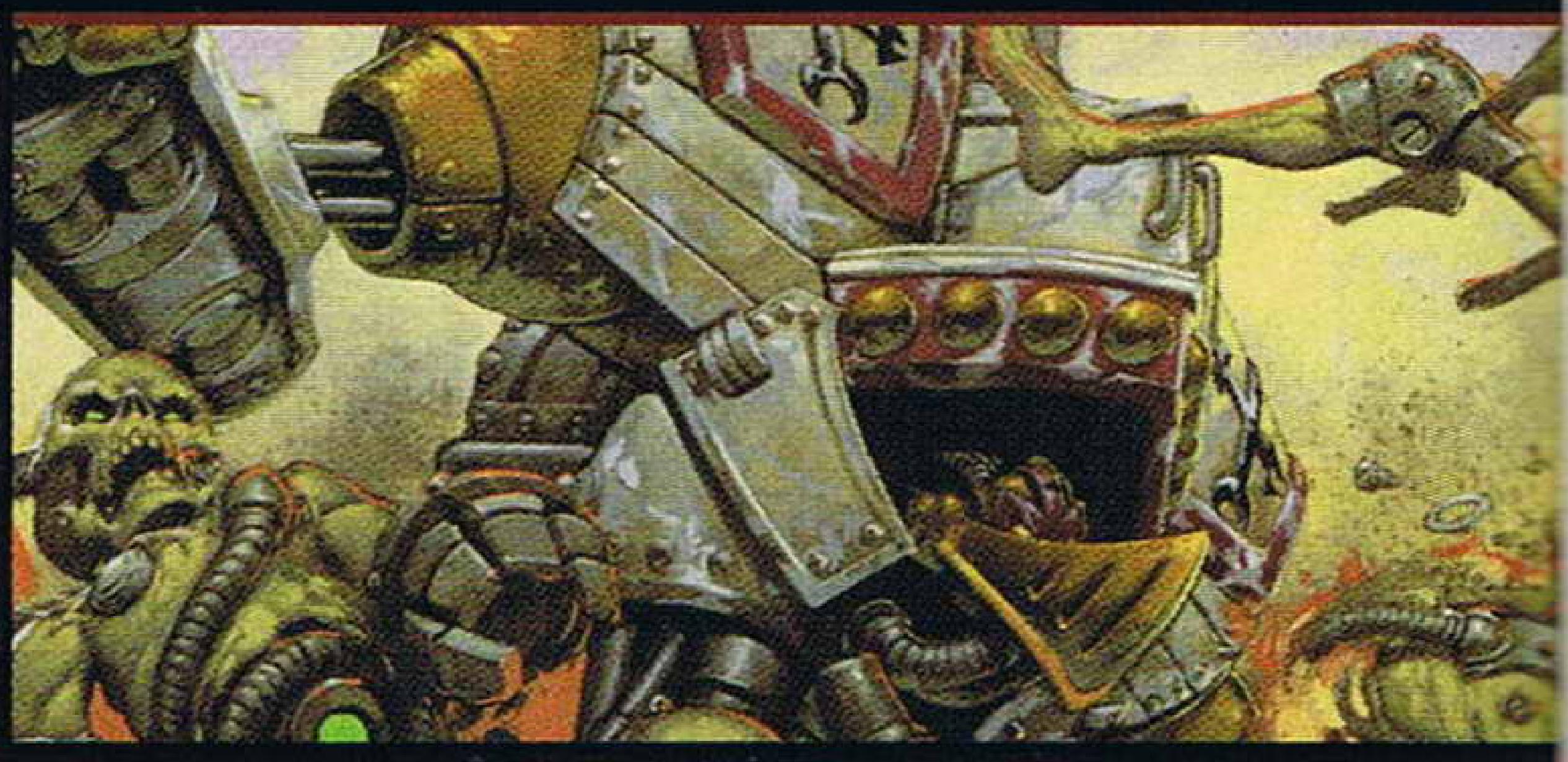
Eight tons of rumbling iron and brass bearing a burning mace into battle, the Crusader is the terror of the impure and the faithless. Created to vanquish, overpower, and obliterate, the Crusader was once the ultimate weapon of the Protectorate of Menoth. Its engines roaring with fire, and its inferno mace charged with the burning blood of the Idrian sands, a glimpse of this warjack raises cries of alarm along the Cygnaran border and is a feared sight on battlefields across the Iron Kingdoms.

The origins of the Crusader warjack are tied to that of the Protectorate. The Cygnarans taught the Menites a harsh lesson during the days after Sulon's declaration. The Cygnaran military used warjacks to put an end to any and all Menite insurrection and the brutal effectiveness of the warjacks, serving in concert with sword knights, taught a lesson that seemed to have been burned on the mind of Visgoth Ozeall.

If Cygnar decided to violate their peace treaty to reincorporate Sul, then the dreams of Sulon would be lost for all eternity and there would be no place on Immoren for true Menites to live in obedience to the god's will. Even after brokering the peace at the end of the Civil War, Visgoth Ozeall knew his people must maintain protections and be able to defend themselves if pressed. Implementing their own warjacks to stand against those of the west was an obvious imperative, even as some traditionalists balked at the idea of utilizing these unclean machines. In addition to defending itself against Cygnar, it was imperative that the Protectorate seize new lands and grow to the east and south. While they did not yet know their full extent, it was clear resources might lay waiting beyond the sands and wastes, which were at first claimed by hostile tribal peoples.

Working in secret, Ozeall formed a cabinet of experts to oversee the creation of a Menite military. Of those gathered, a handful were given holy writ to pursue the creation of Menite warjacks. It would be a program still in its infancy when Ozeall died, but carried forward by those who followed, such as the great Hierarch Gevard Luctine. Smuggled part by part along the heavily patrolled shores of the Black River, the precursors to the Crusaders were little more than powerful heavy steamjacks armed and armored by the first Sul-Menite Artificers. These early Protectorate military engineers constructed wrecking maces for the warjack, claiming them to be used in demolition projects. No one was fooled; Cygnaran military commanders saw little harm in the ragtag Menite defense force. Over the years, the Protectorate supplemented domestic warjack production with chassis and cortexes hijacked from Cygnar and farther abroad. Working in hidden factories, early Protectorate mechaniks began to perfect their craft.

By the turn of the 5th century A.R., the forces commanded by Hierarch Luctine were up to the hems of their robes in blood. Since the end of the Civil War, the Protectorate had found itself fighting the Idrians massed across the region east of the Black River. The conflict soon became severe,



Chassis: Crusader

In Service: 513 A.R.

Height: 12'

Weight: 8 tons

Maximum Land Speed: 14.2 KM/H

Carrying Capacity: 965 Kg

Maximum Load: 2,128 Kg

Optimal Boiler Fill: 65 gallons

Fuel Load: 115 Kgs

Fuel Consumption: 6 hrs general, 1 hr combat

Armor Thickness Rating: 2.25" riveted plate

Designer Notations: "What we have wrought shall now walk among our enemies and wreak holy vengeance. The purifying flames of its wrath will only serve as a message to those who oppose the will of Menoth" — Artificer Jaddis Salva

Battlefield recommendations: "Diligence in preserving the function of a weapon is as vital as diligence in preserving one's soul. Attend to the inferno mace with tremendous care. This is an instrument of destruction guided by His hand. Sacrifice attentiveness for haste and you will find yourself judged by his flame." — Vassal Sworn Gerig Malcothe

Crusader Heavy Warjack

Large Construct (mechanikal, steamjack)

Armament: Single Fist, Inferno Mace

Hit Dice: 22d10+30 (151 HP)

Base Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 23 (-1 Size, -1 Dexterity, +15 Armor), touch 8, flat footed 24

BAB/Grapple: +16/+31

Attack: Inferno Mace +27 (2d6+11)

Full Attack: Inferno Mace +23 (2d6+11), Slam + 21 (1d12+11)

Space/Reach: 10ft. by 10 ft. (10 foot reach.)

Saving Throws: Fort +7, Ref +7, Will +8

Abilities: Strength 32, Dexterity 9

Cortex: Aurum grade — Intelligence 8, Wisdom 9

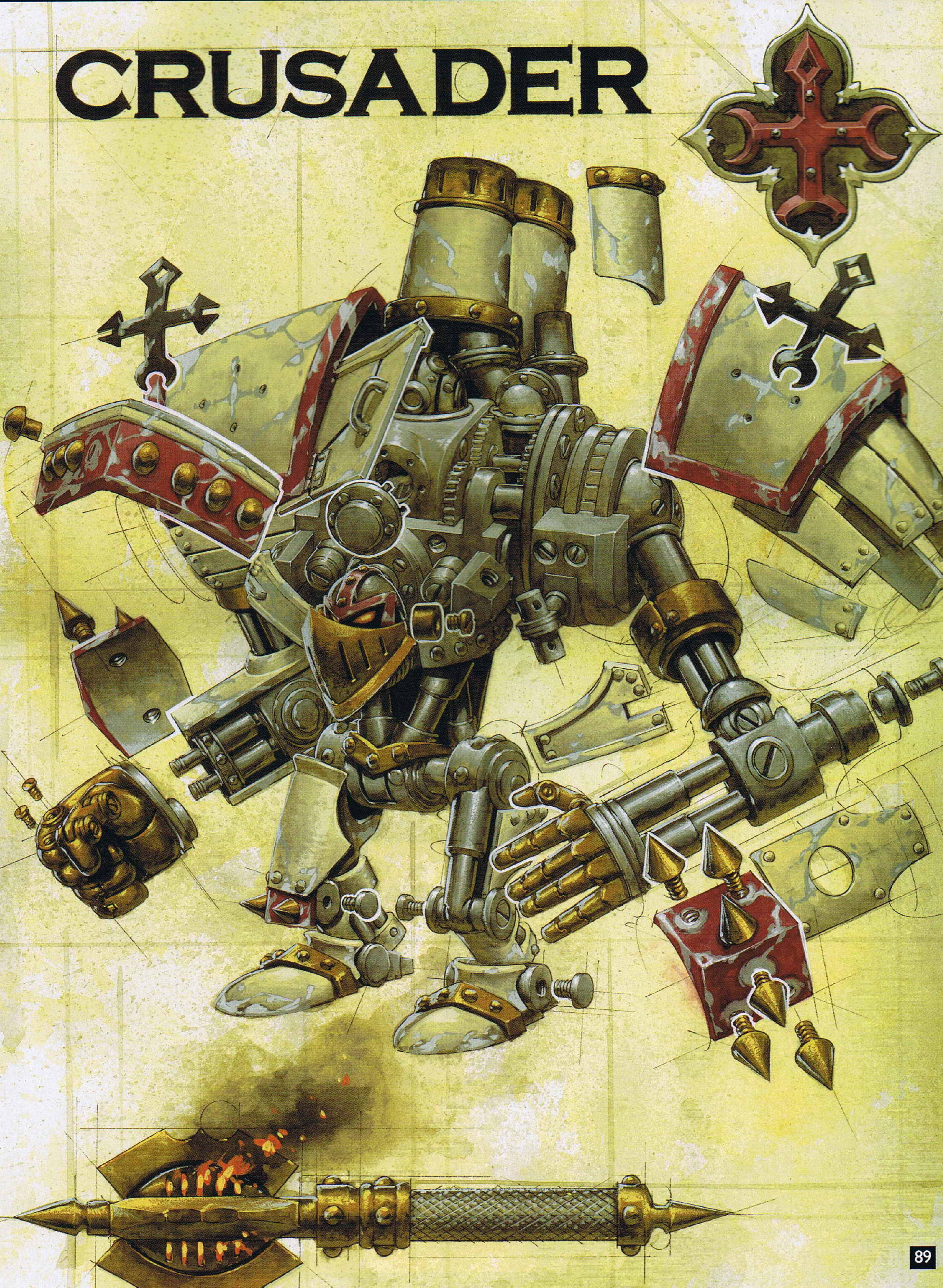
Build DC/Construction Time: Secret Withheld by Holy Writ

Special Attacks: Inferno Mace

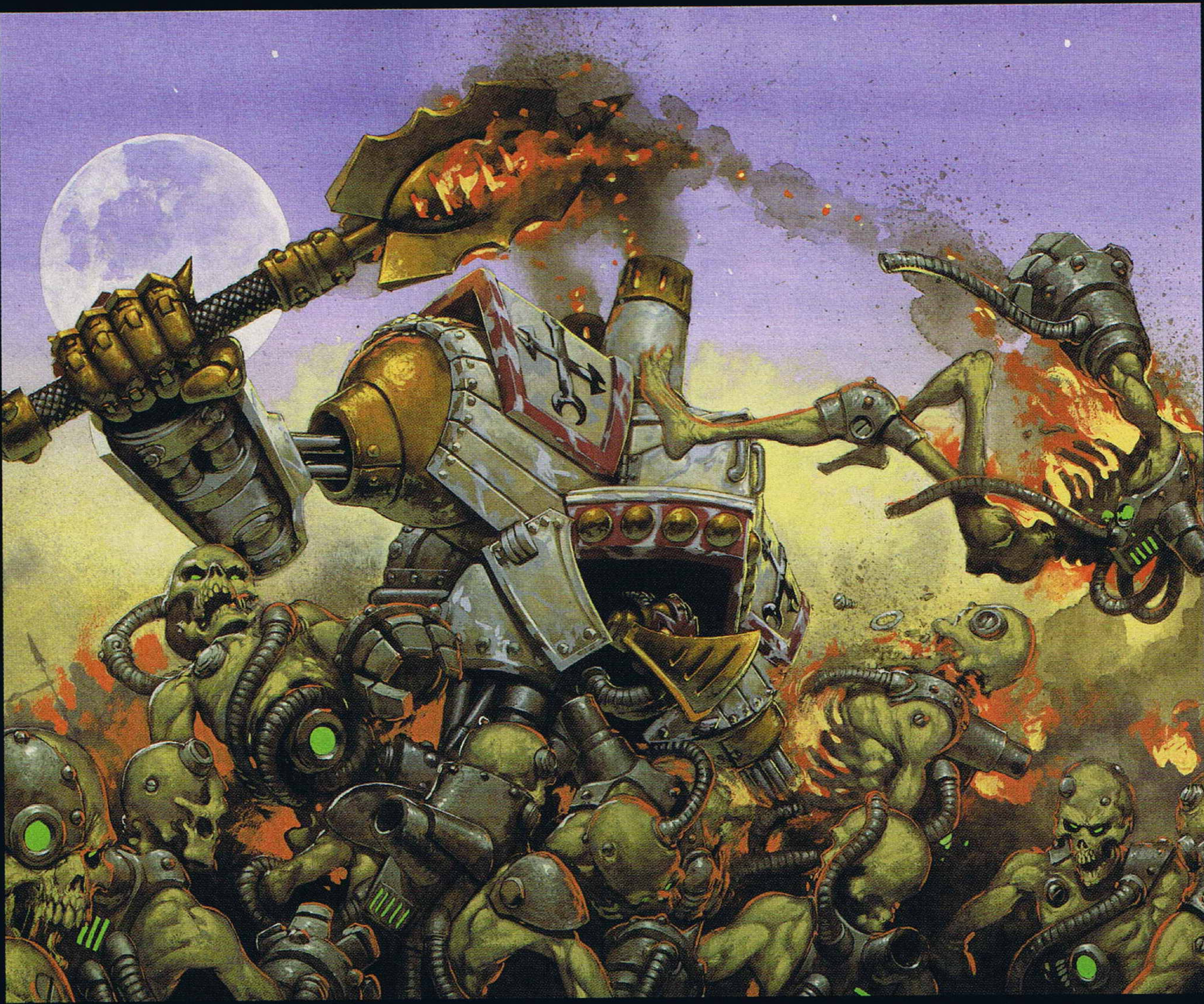
Special Qualities: Mechanikal construct traits, steamjack traits, damage reduction 10/Serricsteel, darkvision 60 feet, low light vision

Inferno Mace: The inferno mace deals an additional 2d6 points of fire damage to any target it strikes in melee combat.

CRUSADER



CRUSADER



with Menites dying at the hands of Idrian tribesmen united under a common cause. Luctine's crusade was handed out as law: convert or die. The largest number of Idrians converted to the faith after the great earthquake of 504 AR, seen as a miracle and the direct hand of Menoth. Tribes numbering in the tens of thousands came into the fold, allowing the Protectorate to seize and occupy the huddled masses at Imer. While this was a great victory for the crusade, the outlying tribes, particularly those farther south, continued their violent resistance. The construction of the Crusader, completed in 513 AR, was put forth by Hierarch Luctine to assist in the continued conquest of this region for the Creator of Man.

Using the original parts of heavy steamjacks used during Ozeall's time and combining new parts with the hijacked cortex and chassis of a Cygnaran Ironclad, the first Crusader lurched from the hidden foundries, bearing a massive mace resembling the powerful weapons wielded by the Reclaimers of Menoth. The Idrian tribes found a relentless foe in the Crusader. No spear could pierce its armor, nor could any Idrian shaman cease its powerful stride with heathen magic. Hundreds of defiant Idrian tribesman died crushed or broken at the 'jacks feet, while others surrendered and learned to heed the scrutators. The Crusader took place in every major engagement, as the Protectorate steadily pushed its borders into the wastes.

The next breakthrough came during the reign of Hierarch Caltor Turgis, when Menoth's Fury was finally added to the Protectorate's arsenal. Though Menite engineers had experimented with the oil from which it was derived for decades, it was only now that Protectorate weaponsmiths were able to refine the volatile substance into a proper weapon. In the Inferno Mace, the Mechaniks of the Protectorate at last found a weapon worthy of their great Crusader.

Introduced to the warjack's armament in 549 AR, this massive weapon is a flanged mace atop a thick haft of iron and reinforced mechanika. Storing a reservoir of Menoth's Fury, the inferno mace is designed to produce a powerful burst of flame. Using the charged reservoir, the weapon activates when a powerful strike is landed, spilling the fiery essence of Menoth's Fury onto whatever surface it assails.

Even before the outbreak of full war in 603 A.R., the Crusader became involved in a multitude of border skirmish with Cygnar as well. It bloodied Cygnaran troops at the Battle of Black Sand Shoal in 572 A.R. and fought patrols as far north as Fort Falk during the last two decades. Hostilities braced by the armored hulk of the Crusader have occurred, particularly near Eastwall, with violence erupting between the Cygnar and the Protectorate, often in response to Cygnaran raids on Protectorate territory.

The Crusader has had its fair share of exposure to Cryxian helljacks and bonejacks. The Gulf of Cygnar is not immune to Cryxian incursions, and the increasingly boldness of Lord Toruk's raiding gangs expanded even to the shores of the Protectorate. The sacred nation possesses little naval prowess beyond the fishermen who ply the Deadsands bay and the shoals off Ancient Icthier. Cryxian assaults predating even the Scharde Invasion of 584–588 AR were halted with the aid of Crusaders. The Slaughter of Deadsands Bay during 582 A.R. saw a massive host of raiders repelled from the bay's gem-rich shores by a contingent of zealots, Knights Exemplar, and the powerful mace swings of a pair of Crusaders marshaled by Preceptor Chamon Devryk.

The warjack's reputation of die-hard reliability owes much to the fact that most models rely mainly on stock Cygnaran design. The Crusader's schematics were reverse engineered from some of the finest precision creations built by Cygnar to date, and so the Menites continue to use their oppressor's weapons against them. Until recently, the Protectorate largely relied on smuggled warjack and steamjack cortexes to link to the mechanikal systems of their warjacks. The lessons learned from the construction of the Crusader underscore generations of Menite mechanikal theory.

Sacrificing speed for protection, the Crusader is a hulking brute with thick armor plating and a powerful chassis. The machines are often adorned with the Menofix of the Menite faith, although some have been known to feature passages from the Book of the Law or sculpted visages of hierarchs and heroes of the faith. The faceplate and head are stylized to represent the masked visages of ever faithful and silent knights of the faith.

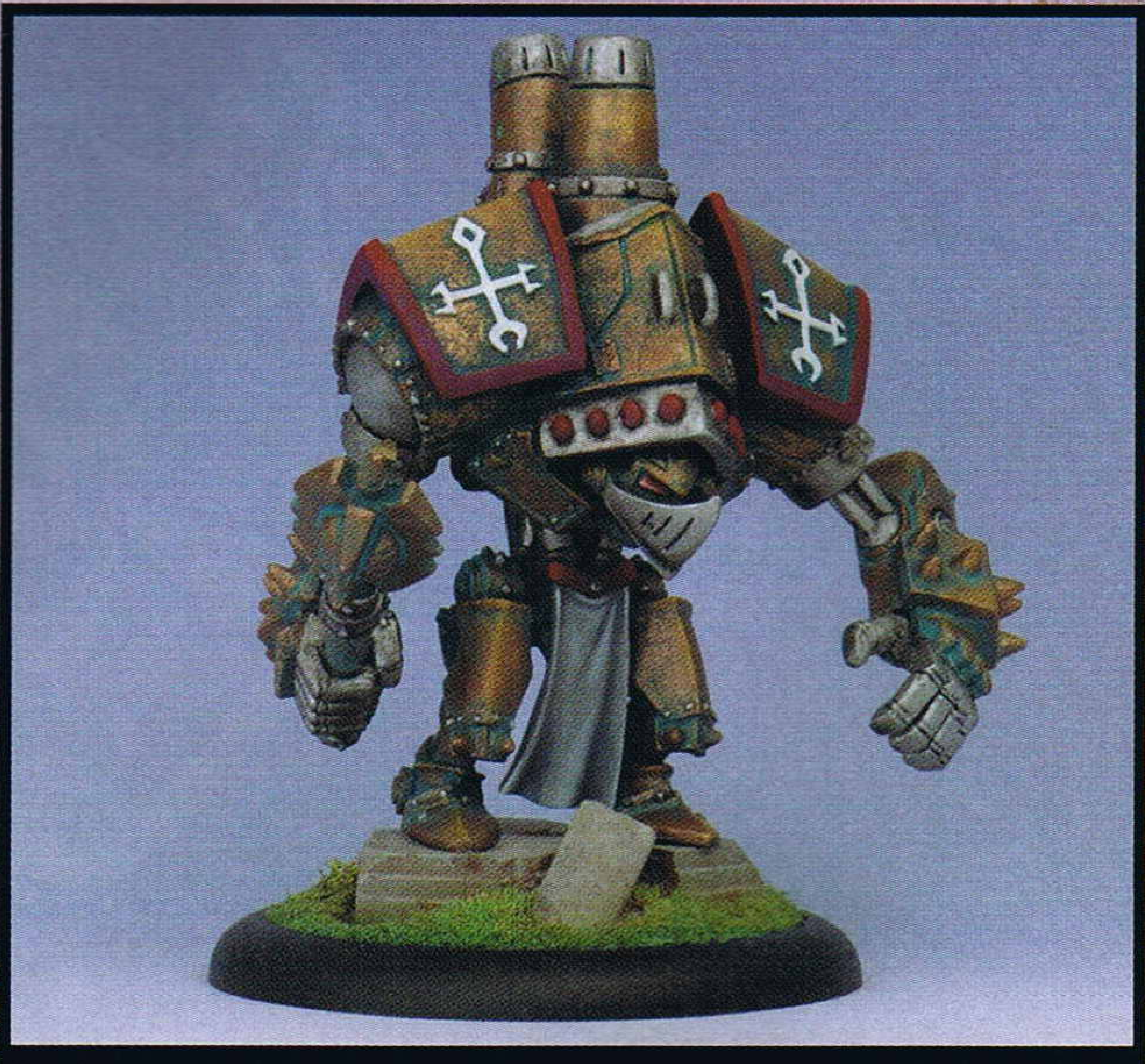
For decades, Menite foundries have produced the armor, engines, and weapons of the Crusader. The Protectorate builds all of its own warjacks now. At one time, the chassis and pneumatics of the machine relied on Engines East and Steamwerks Union parts smuggled from across western Immoren. This is no longer a problem for the Protectorate's war effort. Laboring diligently in forges, the Vassal's of Menoth work under continuous guard to produce the warjacks that emerge from the Factoriums. Unlike the Crusaders of old, modern Crusader cortexes are produced by the Vassal's of Menoth and their chassis by the Sul-Menite Artificers, who employ a greater degree of expertise and precision than the old engineers who cobbled them together from spare parts.

by Dave Perrotta

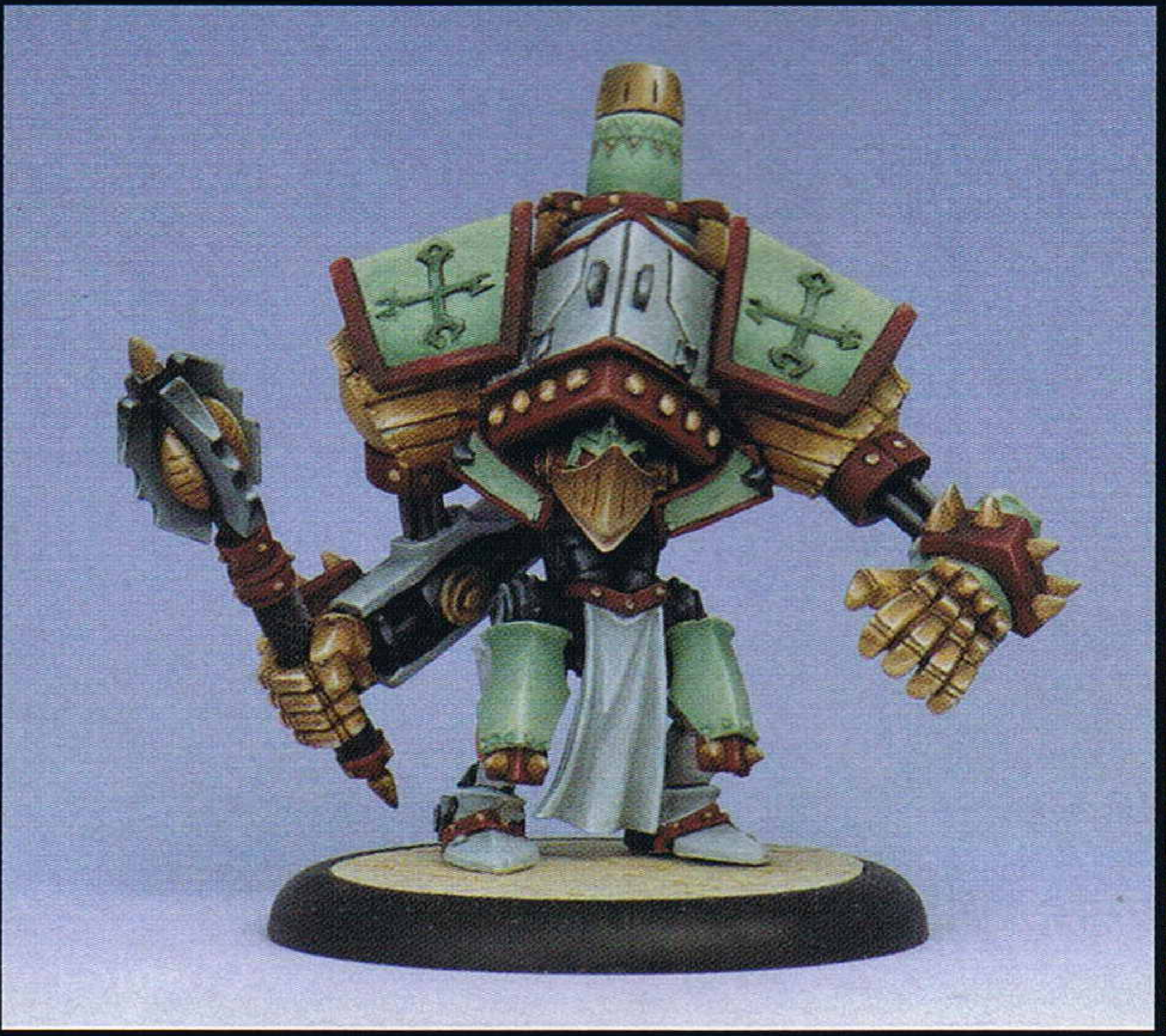
by Rob Strohmeyer

by **Todd Arrington**

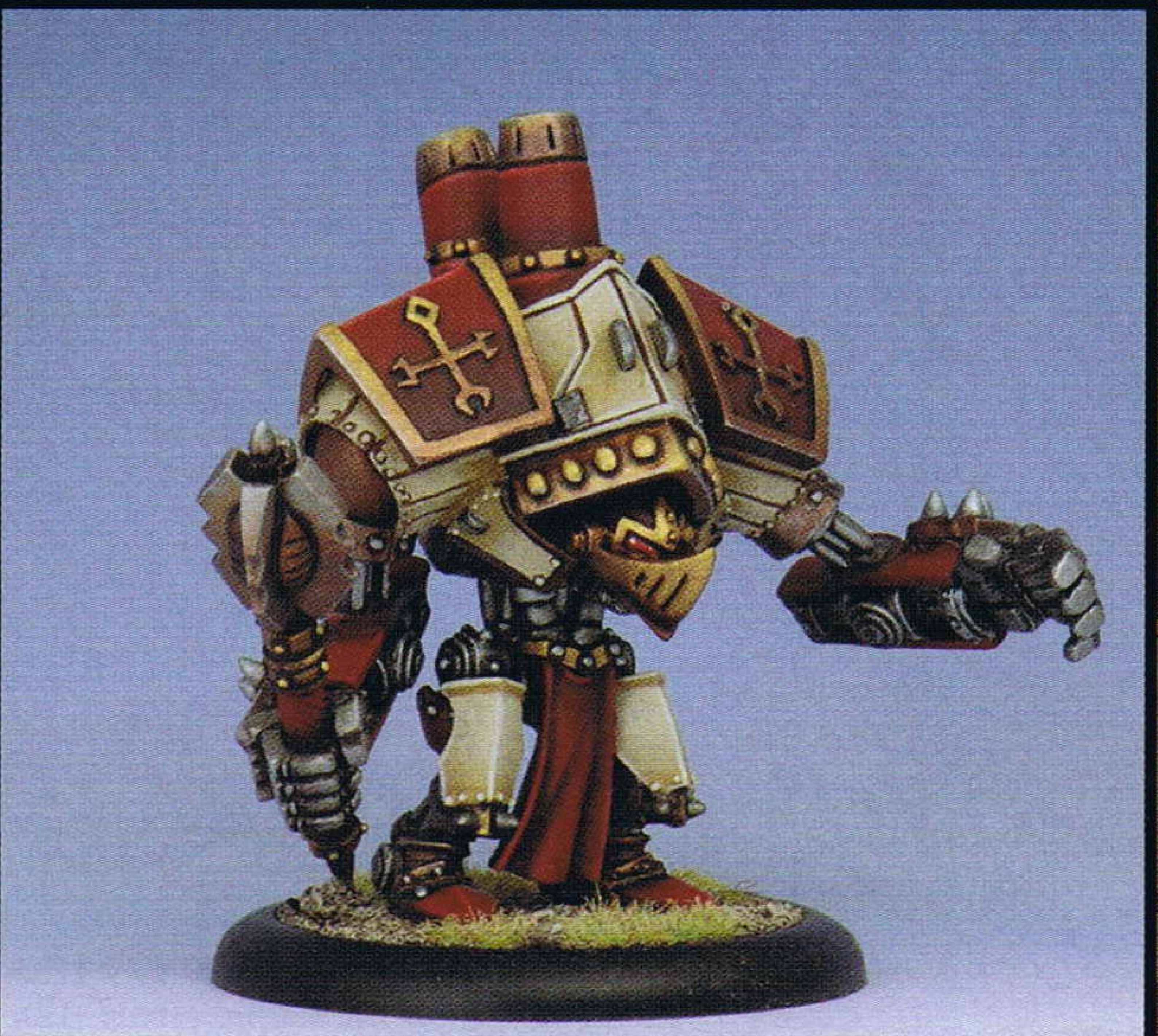
by **David Ray**



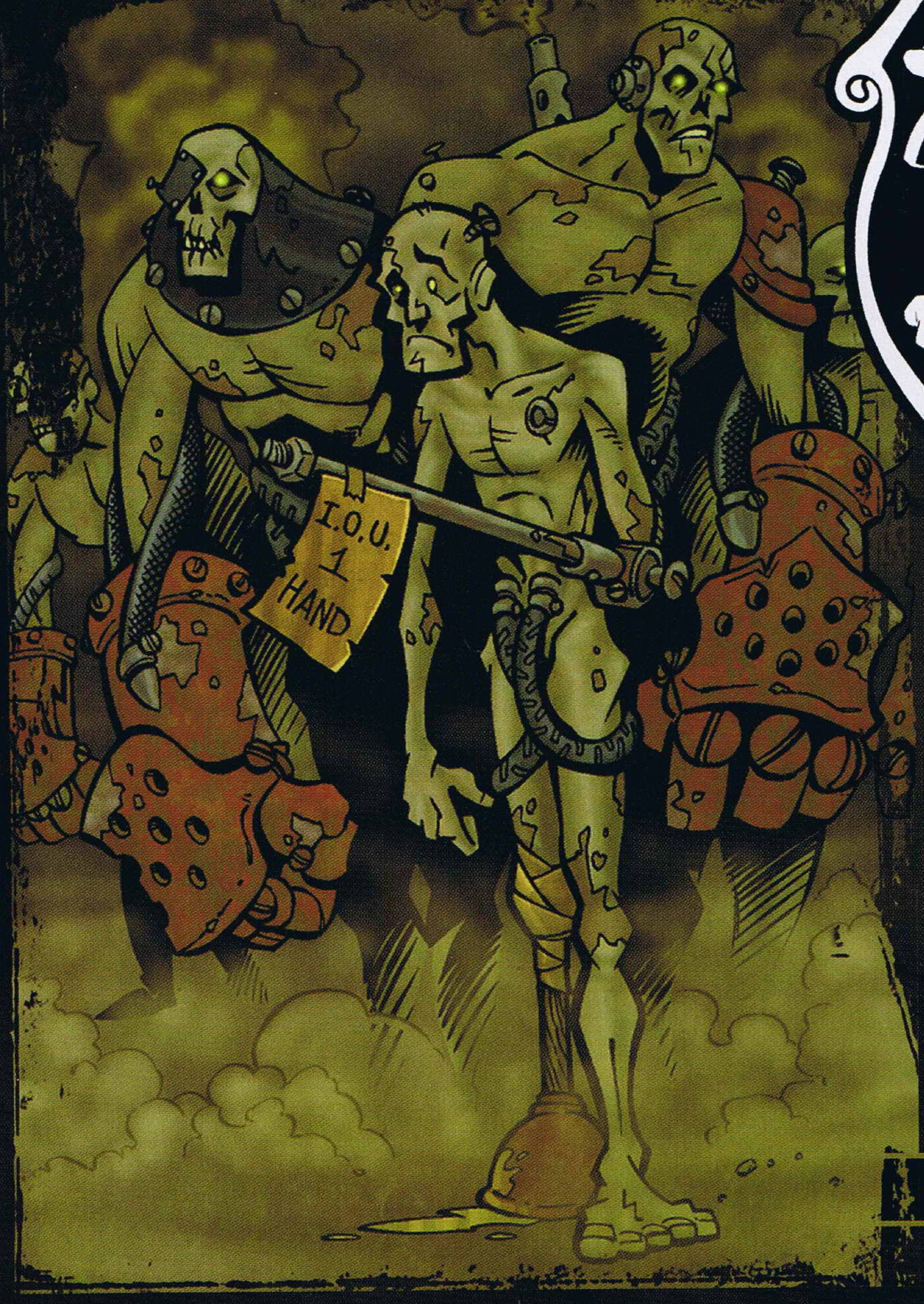
by **Sam Harrap**



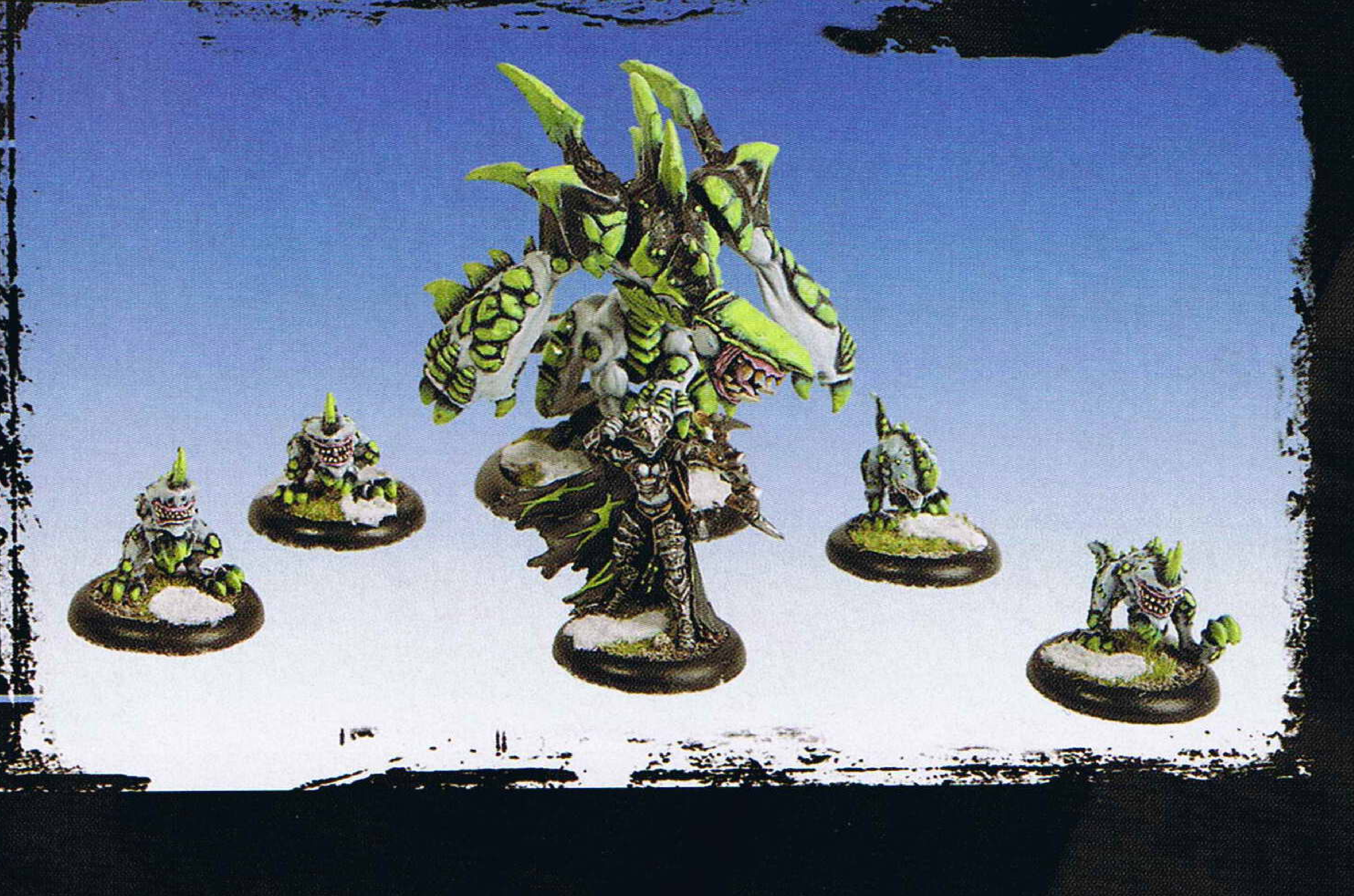
by **Mengu Gungor**



by **Norm Lao**



Comic by Chris Walton



Our first Player Gallery picture comes from South Africa. Sternberg Coetzee submitted this fabulous Legions of Everblight battlegroup color variation, going for disgusting greens.

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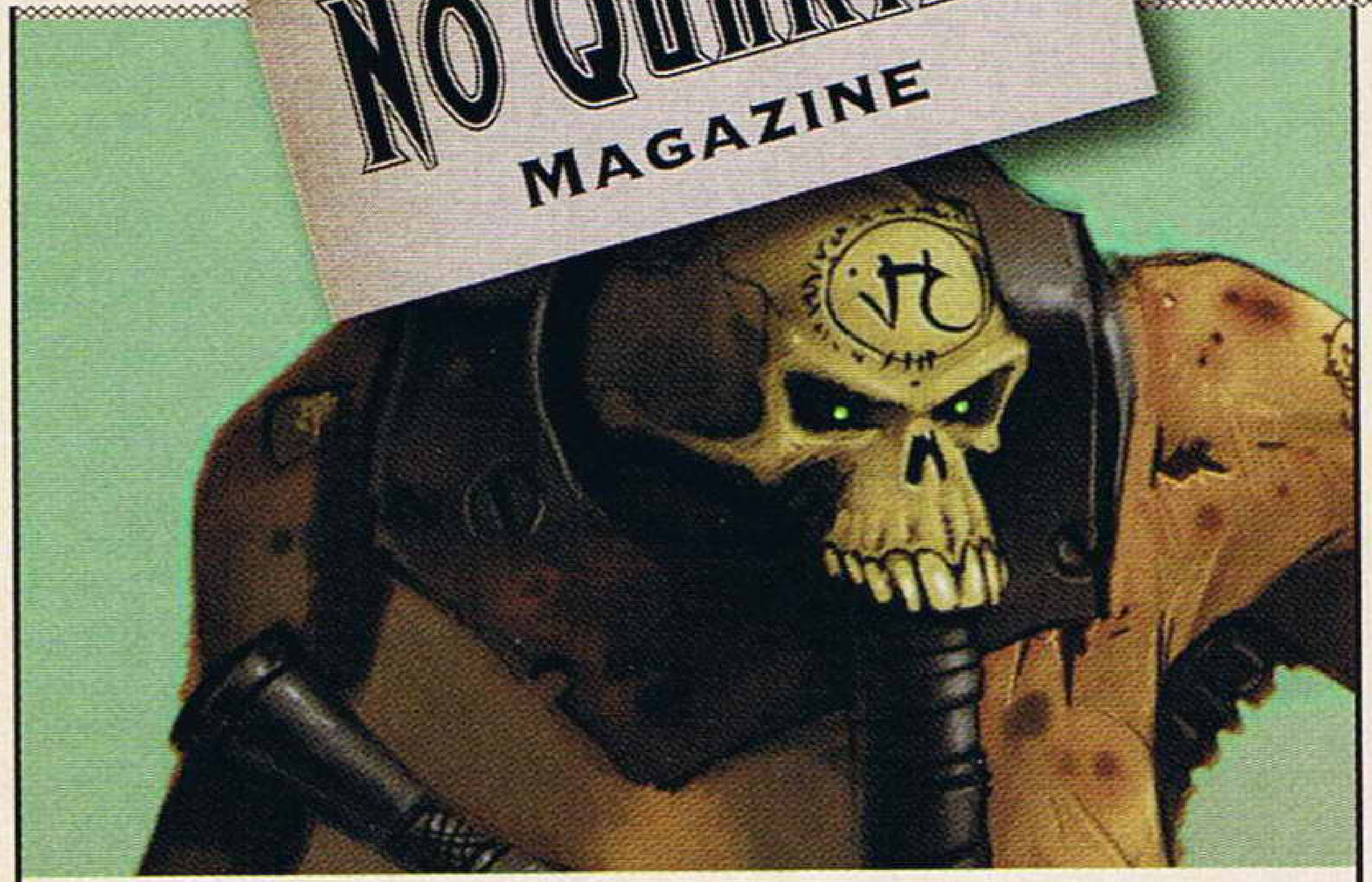
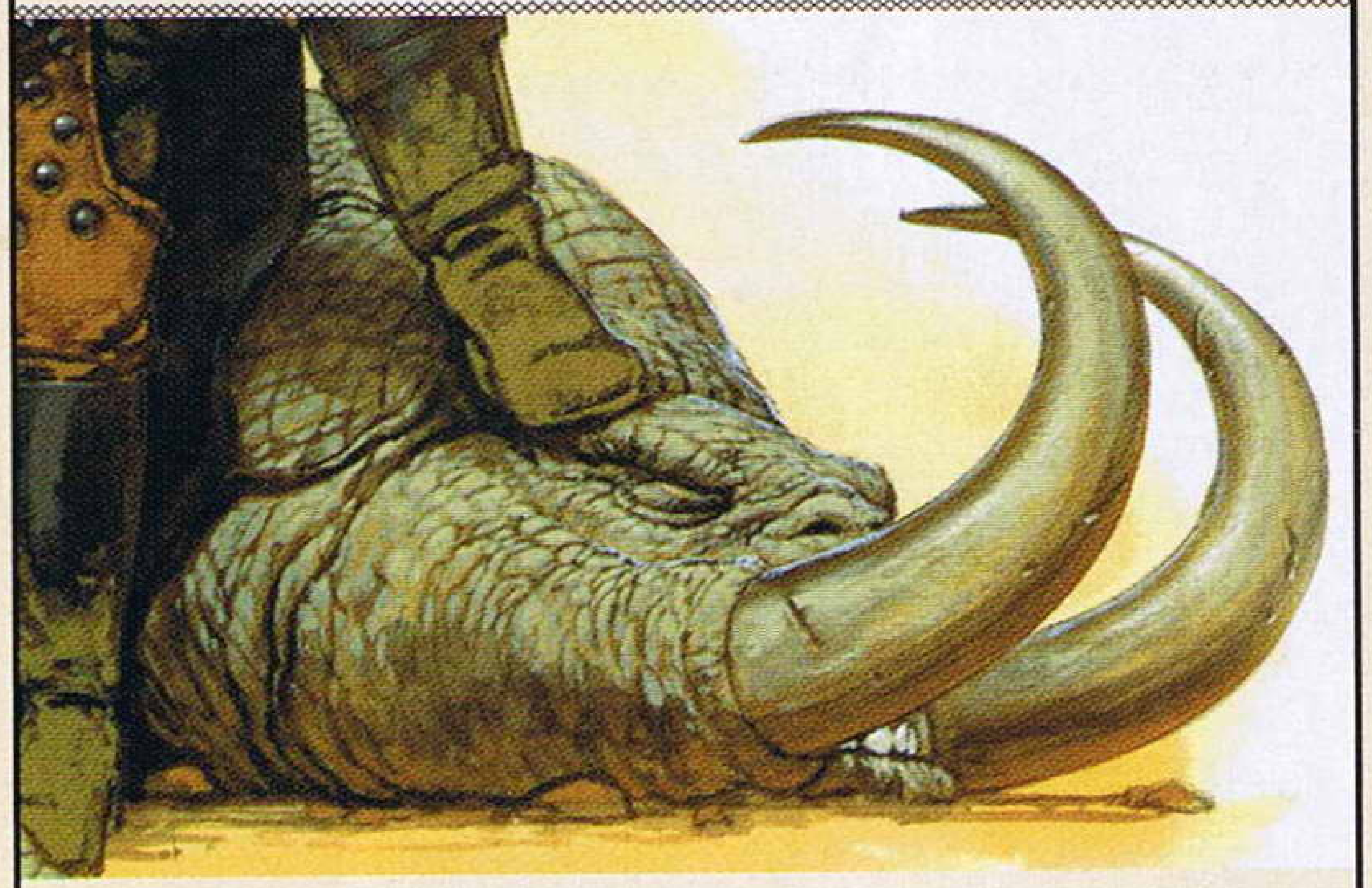
THE POOP DECK

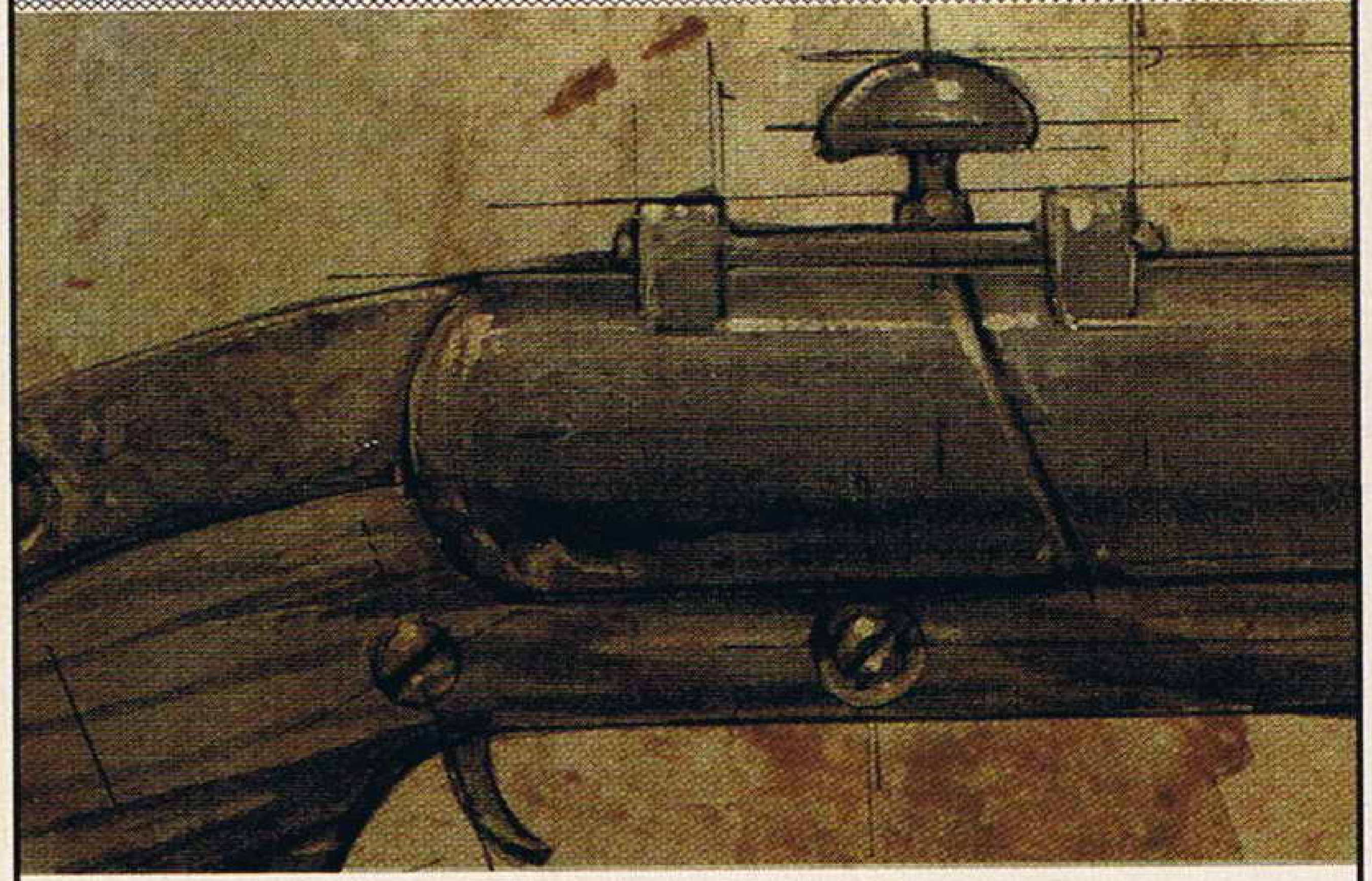
IN THE NEXT NO QUARTER MAGAZINE



The making of **Thralls**



Two-Fisted Tales of a **Monster Hunter**



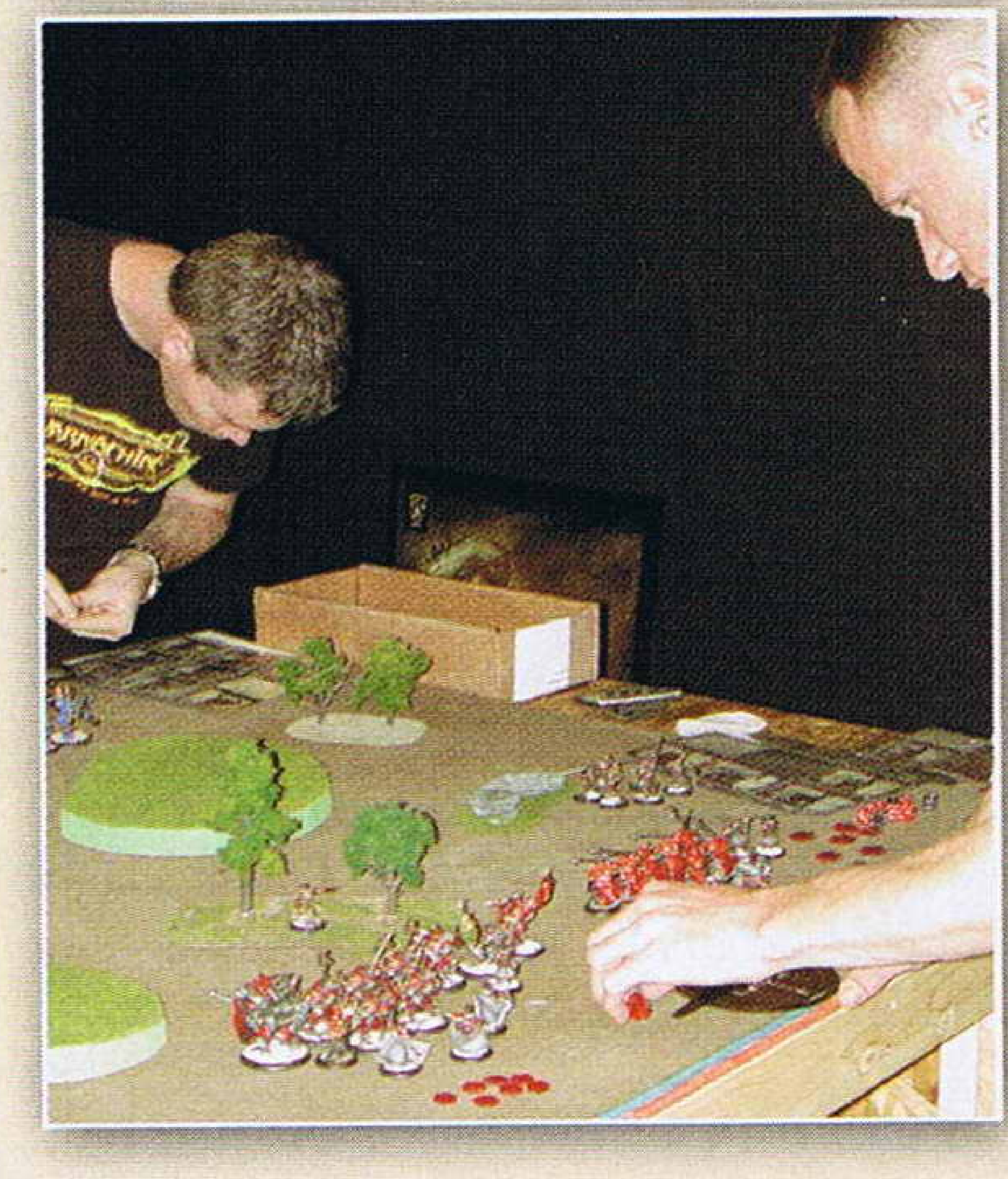
Guns! Guns! Guns in the IK!

PLUS, making your own **THEMED ARMIES, GENCON WRAPUP**, and even more **GUN RELATED GOODNESS**.

KHADOR COMES A CALLIN'

Khador made a big showing at the Staff Hardcore Tournament held on July 15th here at the Privateer Press offices. Developer Rob Stoddard came out on top with the Best Overall Victory by going completely undefeated throughout the day. Jaime Rarick managed to bag both Most Victory Points and Best Painted Army (yet another Khador army—three in total). Matt Wilson won the Fastest Caster Kill, at a stunning 21 minutes of play.

Check out the Credits page for a shot of the staff basking in their post-mayhem glory.



Rob Stoddard
Best Overall Victory

WARCASTER:	
Kommander Orsus Zoktavir	78
WARJACKS:	
Spriggan Heavy Warjack	132
Destroyer Heavy Warjack	126
Devastator Heavy Warjack	122
TROOPS:	
Doom Reavers (Leader & 5 Troops)	100
Greylord Ternion (Leader & 2 Troops)	43
Kossite Woodsmen (Leader & 5 Troops)	55
Widowmakers (Leader & 3 Troops)	53
MERCENARIES:	
Gorman di Wulfe, Rogue Alchemist	28
	737

Jaime Rarick
Most Victory Points and Best Painted Army

WARCASTER:	
Kommander Orsus Zoktavir	78
WARJACKS:	
Behemoth Unique Heavy Warjack	172
Destroyer Heavy Warjack	126
TROOPERS:	
Doom Reavers (Leader & 5 Troops)	100
Greylord Ternion (Leader & 2 Troops)	43
Widowmakers (Leader & 3 Troops)	53
Winter Guard Mortar Crew (x2)	50
Winterguard (Leader & 8 Troops)	76
MERCENARIES:	
Manhunter	22
	720

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